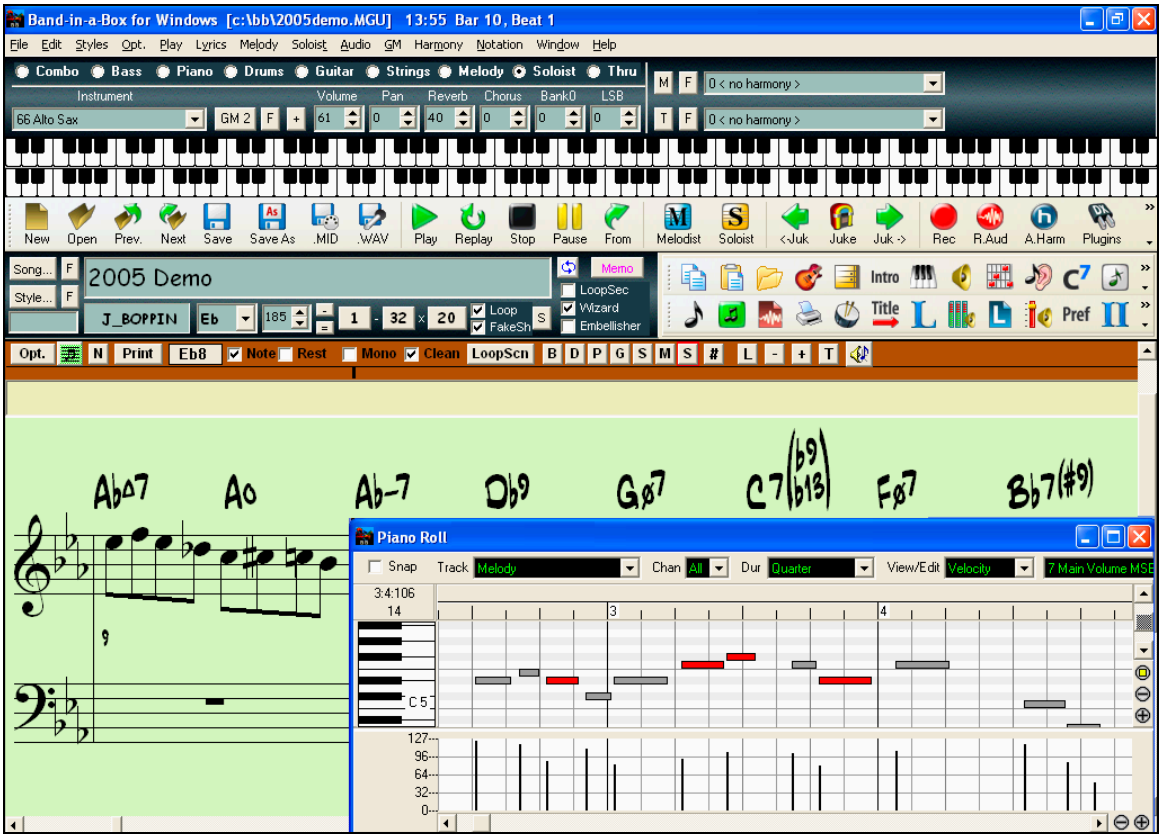
BAND-IN-A-BOX®

Version 2005 for Windows®


Band-in-a-Box for Windows [c:\bb\2005demo.MGU] 13:55 Bar 10, Beat 1
File Edit Styles Opt. Play Lyrics Melody Soloist Audio GM Harmony Notation Window Help
Combo Bass Piano Drums Guitar Strings Melody Soloist Thru
Instrument Volume Pan Reverb Chorus Bank0 LSB
66 Alto Sax
0 < no harmony >
New Open Prev. Next Save Save As .MID .WAV Play Replay Stop Pause From Melodist Soloist <-Juk Juke Juk -> Rec R.Aud A.Harm Plugins
Song... Style...
2005 Demo
J_BOPPIN
Memo LoopSec Wizard Embellisher
Loop FakeSh
Intro Title Pref
Opt. N Print Eb8 Note Rest Mono Clean LoopScn
Piano Roll
Snap Track Melody Chan All Dur Quarter View/Edit Velocity
7 Main Volume MSB
3:4:106
14
C5
127
96
64
32
0

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PATENTS

Band-in-a-Box is protected under US Patent 5990407. The TC-Helicon Harmony feature in Band-in-a-Box is protected under US Patents 5567901, 5641926, 5986198, 34583, 296.80.173.9, PI9603819.5, 0368046, 0750776, 6,046,395, and patents pending.

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Chapter 1: Welcome to Band-in-a-Box!

Congratulations on your purchase of Band-in-a-Box, the favorite of musicians, students, and songwriters everywhere. Get ready to have fun!

What is Band-in-a-Box?

Band-in-a-Box is an intelligent automatic accompaniment program for your multimedia computer. You can hear and play along to many song ideas and go from "nothing" to "something" in a very short period of time when you have Band-in-a-Box as your "on demand" backup band.

Band-in-a-Box is so easy to use!

Just type in the chords to any song (like C or Fm7b5), pick a musical style from the hundreds available, and click the [Play] button. Band-in-a-Box then automatically generates a full backing arrangement of piano, bass, drums, guitar, and strings.

And that's not all...

Band-in-a-Box is a powerful and creative music composition tool for exploring and developing musical ideas with near-instantaneous feedback. Over the years many features have been added to Band-in-a-Box - Notation, Piano Roll, Lyrics, Melody Tracks, Harmonization, the StyleMaker, and StylePicker. The Soloist and the Melodist are popular "intelligent" features; the Soloist generates professional quality solos over any chord progression, the Melodist can create songs from scratch with Chords, Melodies, Intros, Solos, and even a Title!

The inclusion of digital audio features makes Band-in-a-Box the perfect tool for creating, playing, and recording your music with MIDI, vocals, *and* acoustic instruments. Band-in-a-Box for Windows® can also record an acoustic instrument or voice to add to the composition, with processing through DirectX audio effects. Its built-in audio harmonies will turn your audio track into multiple harmony parts or adjust its pitch by tracking the Band-in-a-Box Melody track. Audio harmonies include vibrato and scooping effects for realistic styles.

You can print out your finished creation with repeats and endings, DC markings and codas, or save it as a graphic file for web publication or to e-mail to a friend. And when you're ready to let others hear your composition, you can burn it directly to an audio CD. Or save your composition as a Windows Media File or in other compressed formats for a file that's "Internet ready."

Let's get started!

This guide will have you making great music with Band-in-a-Box in a matter of minutes. We'll begin with the easy installation and setup procedure.

Installing Band-in-a-Box for Windows®

Minimum System Requirements

- Windows® 9x/ME/NT/2000/XP.
- At least 16MB of available RAM for MIDI features.
- MIDI features require a 486DX processor or faster.
- Digital Audio features require additional RAM (at least 32MB recommended) and a Pentium-class (or faster) system.
- 35MB to135MB available hard drive space. Add-on products and Digital Audio features require additional space and memory.
- PC sound card or external MIDI device (synthesizer, sound module, etc.).

Installing the Program

- Use any of the following three methods to install the program files into the Band-in-a-Box directory. By default this directory is C:\bb; you may choose another location.

Method 1 – Auto Run.

1. Insert the program CD-ROM into the CD drive.
2. In a few seconds, a browser window will open with a list of the CD contents.
3. Double click on SETUP.EXE to run the installation program.

Method 2 – My Computer.

1. Insert the program CD-ROM into the CD drive.
2. Access your CD-ROM drive from the Windows desktop by double clicking on the **My Computer** icon.
3. Then, double-click on the CD-ROM drive icon and double-click again on the SETUP.EXE program found in the root or main folder of the CD-ROM.

Method 3 – Start Menu.

1. Insert the program CD-ROM into the CD drive.
2. From the Windows [Start] button select *Run*.
3. Type **D:\SETUP** in the "Open:" command line box. If your CD-ROM drive uses another drive letter type the appropriate letter, for example E:\SETUP.
4. If you don't know the drive letter for your CD-ROM you can use the [Browse…] button to find it.

SETUP.EXE will copy all of the program files to your Band-in-a-Box subdirectory (usually C:\bb) and install icons to a Band-in-a-Box program group. Click on the Band-in-a-Box icon or launch bbw.exe to open the program and configure the setup.

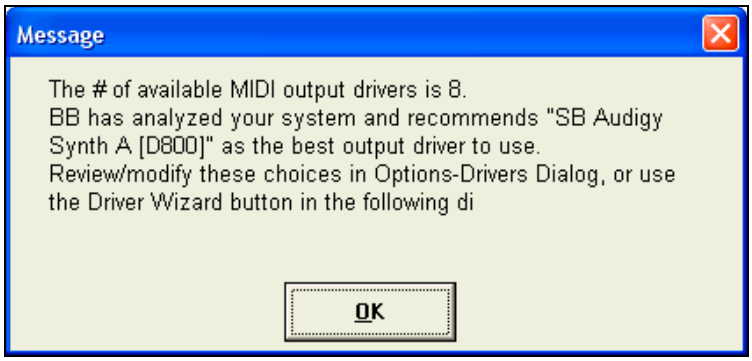
Setup Instructions

Band-in-a-Box uses the multimedia drivers for your MIDI interface and/or sound card that are supported by the Windows operating system. To get sound playback you need to have a MIDI (and audio - for songs with digital audio) driver installed.

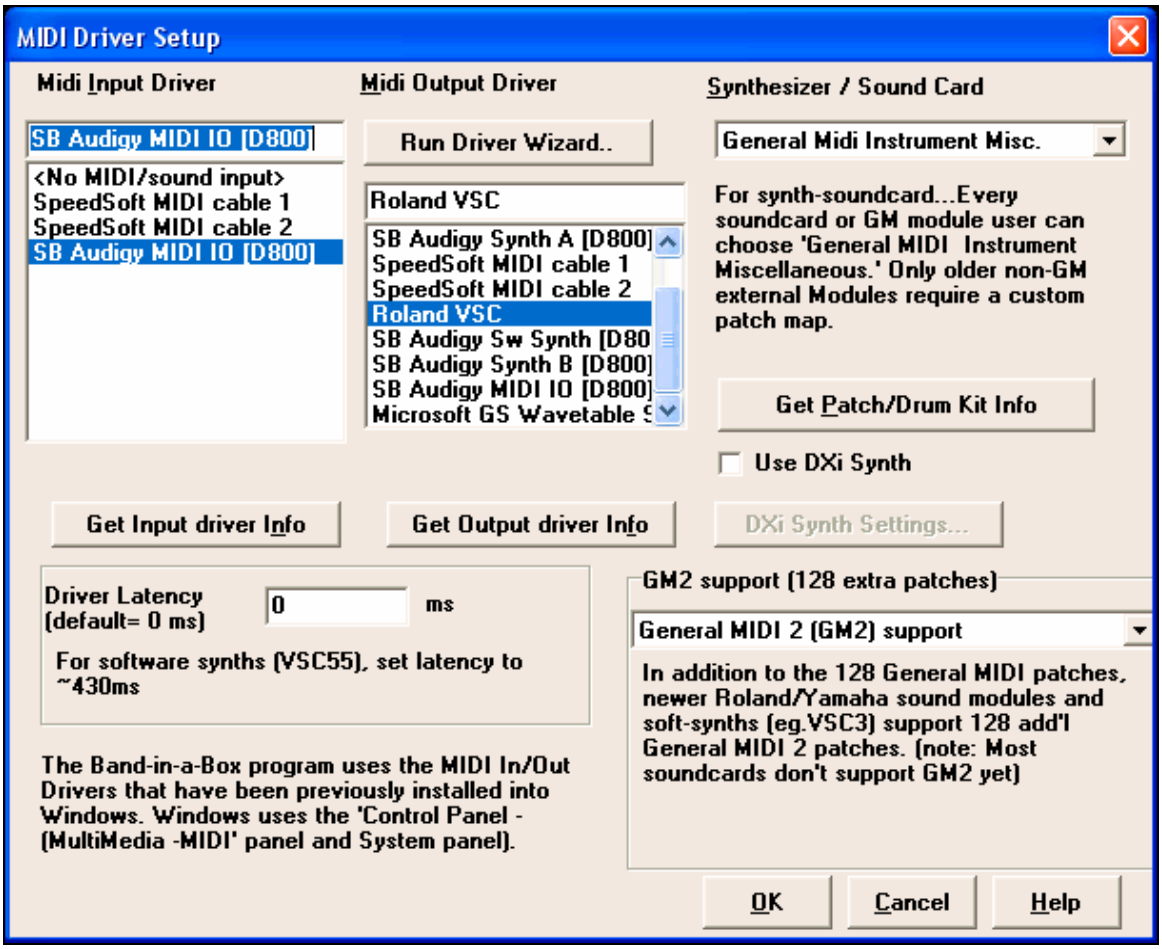
To start using the program you will need to make sure that your MIDI interface, audio driver, and Windows sound source is installed and configured.

Run the program by double-clicking the program icon. The first dialog you should encounter is a **MIDI Output Driver** message similar to this one:

The program sets your initial MIDI output driver automatically. Note which driver has been selected and press [OK] to continue.


Message
The # of available MIDI output drivers is 8.
BB has analyzed your system and recommends "SB Audigy Synth A [D800]" as the best output driver to use.
Review/modify these choices in Options-Drivers Dialog, or use the Driver Wizard button in the following di
OK

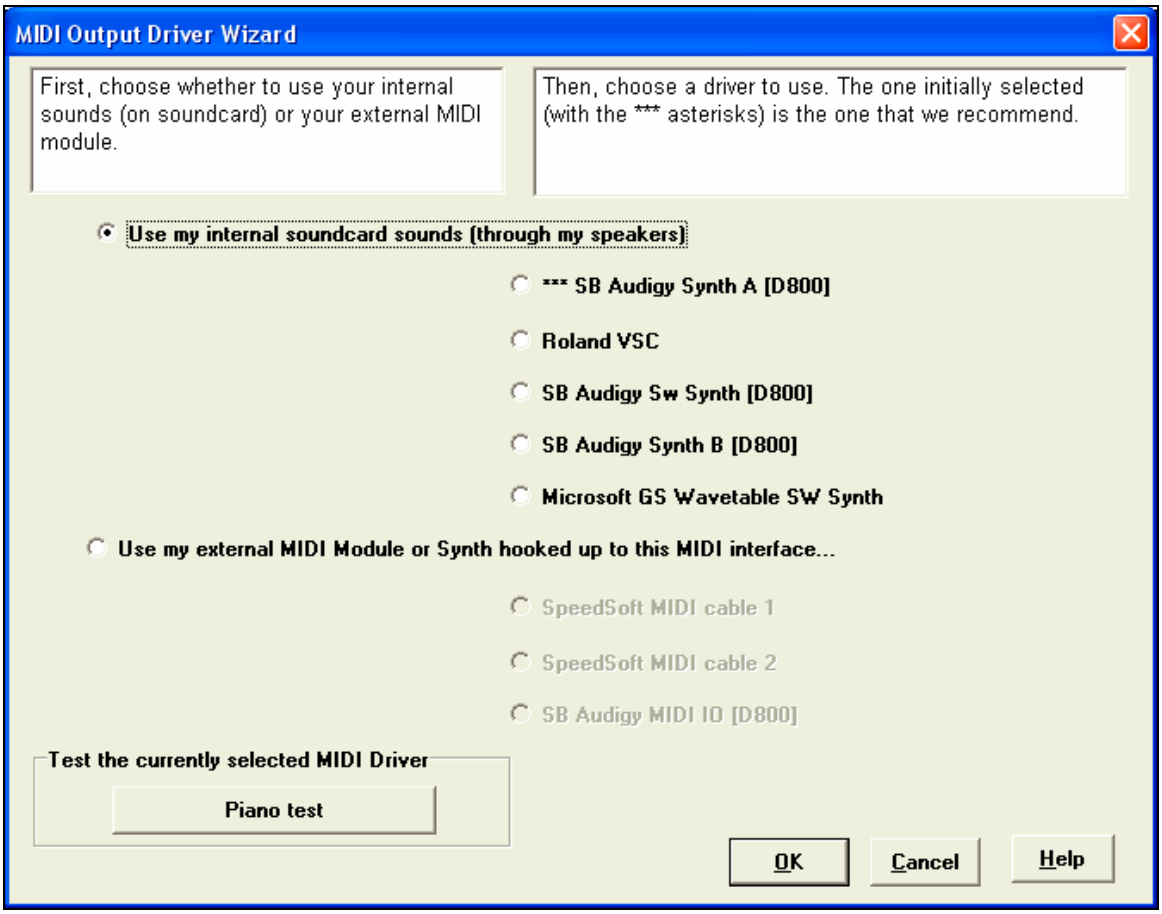
The next dialog you encounter is the **MIDI Driver Setup**.


MIDI Driver Setup
Midi Input Driver
Midi Output Driver
Synthesizer / Sound Card
SB Audigy MIDI IO [D800]
<No MIDI/sound input>
SpeedSoft MIDI cable 1
SpeedSoft MIDI cable 2
SB Audigy MIDI IO [D800]
Run Driver Wizard..
Roland VSC
SB Audigy Synth A [D800]
SpeedSoft MIDI cable 1
SpeedSoft MIDI cable 2
Roland VSC
SB Audigy Sw Synth [D80
SB Audigy Synth B [D800]
SB Audigy MIDI IO [D800]
Microsoft GS Wavetable
General Midi Instrument Misc.
For synth-soundcard...Every soundcard or GM module user can choose 'General MIDI Instrument Miscellaneous.' Only older non-GM external Modules require a custom patch map.
Get Patch/Drum Kit Info
Use DXi Synth
Get Input driver Info
Get Output driver Info
DXi Synth Settings...
Driver Latency (default= 0 ms)
0
ms
For software synths (VSC55), set latency to ~430ms
GM2 support (128 extra patches)
General MIDI 2 (GM2) support
In addition to the 128 General MIDI patches, newer Roland/Yamaha sound modules and soft-synths (eg.VSC3) support 128 add'l General MIDI 2 patches. (note: Most soundcards don't support GM2 yet)
The Band-in-a-Box program uses the MIDI In/Out Drivers that have been previously installed into Windows. Windows uses the 'Control Panel - (MultiMedia -MIDI' panel and System panel).
OK
Cancel
Help

If the driver that was selected is not the best choice, simply make an alternate selection from the **MIDI Driver Setup** dialog. Select a MIDI Output Driver to use for MIDI sound playback and optionally a MIDI Input Driver if you are using an external MIDI controller keyboard or guitar. If the setup is panned to mono, the program offers to change it to stereo.

Perhaps the easiest way to configure Band-in-a-Box is to press the [Run Driver Wizard..] button in the *Opt.* | *MIDI driver setup* window.

The **MIDI Output Driver Wizard** dialog will take you step-by-step through the process of auditioning and selecting an appropriate driver. This assumes that the appropriate Windows sound drivers are installed and correctly configured.


MIDI Output Driver Wizard
First, choose whether to use your internal sounds (on soundcard) or your external MIDI module.
Then, choose a driver to use. The one initially selected (with the *** asterisks) is the one that we recommend.
Use my internal soundcard sounds (through my speakers)
*** SB Audigy Synth A [D800]
Roland VSC
SB Audigy Sw Synth [D800]
SB Audigy Synth B [D800]
Microsoft GS Wavetable SW Synth
Use my external MIDI Module or Synth hooked up to this MIDI interface...
SpeedSoft MIDI cable 1
SpeedSoft MIDI cable 2
SB Audigy MIDI IO [D800]
Test the currently selected MIDI Driver
Piano test
OK
Cancel
Help

DirectX Instrument Synthesizer (DXi plug-in) Support

Software synthesizers allow Band-in-a-Box to play high quality sounds directly through your computer sound card, without requiring any external MIDI hardware. Most new software synthesizers are released as "DXi plug-ins," so they will work in a standard way with many programs. Connecting Band-in-a-Box to the software synth as a plug-in provides several advantages over the previous method of connecting as a MIDI driver. The plug-in allows Band-in-a-Box to merge/synch in any existing audio file (vocals etc.) with the synth output. You can also directly render your performance to a .WAV file using the DXi plug-in. Sampler-based synths allow you to assemble a huge, customized library of instrument samples to use with Band-in-a-Box. Examples of popular DXi synths include the RolandED VSC-DXi and Hyper Canvas.

To use DXi with Band-in-a-Box, you should think of the DXi as a type of "MIDI Out Driver." As such, you visit either the Opt. | MIDI driver setup or click on [Pref] [MIDI Driver] and select the "Use DXi Synth" checkbox. When you do this, you can select the type of DXi to use (from a list of installed DXi, if any), and also will see a panel display of the DXi that allows you to make settings directly for your DXi synth.

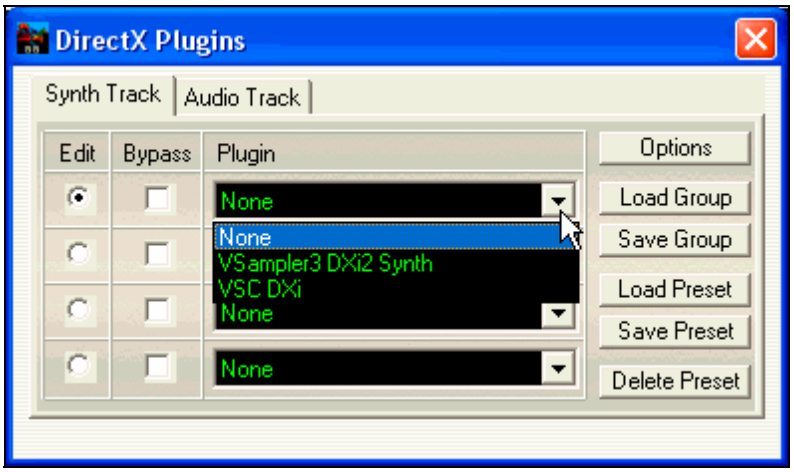
The DXi will convert the MIDI information to audio, which Band-in-a-Box will playback through your sound card to audio speakers.

You can select DirectX DXi Software Synthesizers as the MIDI destination, and also apply DirectX Audio plug-ins to the Band-in-a-Box audio track.

Check the **Use DXi Synth** checkbox to enable DXi playback.

Note: To use this option, you must have a polyphonic DXi synthesizer installed on your computer, such as the Roland/Edirol VSC DXi. It will also be most convenient if your DXi synthesizer can use General MIDI or GM2 patches.

To select the DXi synthesizer, click the [DXi Synth Settings] button, which will open the **DirectX Plugins** window.



The **Synth Track** tab edits Synthesizer settings, and the **Audio Track** tab edits Band-in-a-Box audio track DirectX plug-ins. Select your desired DXi synth in the top plug-in Insert Slot 1.

To apply DirectX audio plug-ins to the synth, insert DX audio plug-ins to Insert Slots 2, 3, or 4. This can be useful to add EQ, Reverb, Compression, or Peak Limiting plug-ins, if the "raw sound" of the synthesizer needs sweetening.

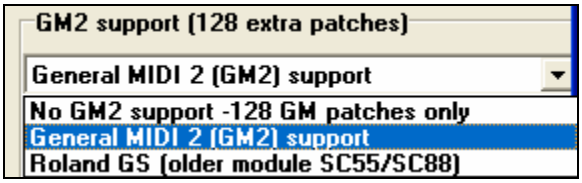
You can also choose the patch map (instrument list) that matches your synthesizer keyboard or sound module. Original equipment sound cards or integrated sound chips are General MIDI (GM) compatible.

We have made preset drum/patch files for many synthesizers and sound cards. If your synth is not listed you should use the General MIDI Instrument Misc. patch kit (default).

You can probably omit this step unless you're using an old synth that is not General MIDI compatible. If your non-GM synthesizer or sound card is not listed you can easily make your own patch map in *Opt.* | *Preferences* | *Patch Map.*

General MIDI 2 (GM2) Support

General MIDI 2 patches are supported for 128 additional instruments, the type of GM2 support is set in this dialog. The choices are:


GM2 support (128 extra patches)
General MIDI 2 (GM2) support
No GM2 support -128 GM patches only
General MIDI 2 (GM2) support
Roland GS (older module SC55/SC88)

- **General MIDI 2 support:** If you're using the Roland VSC3, or a newer Sound Canvas (i.e. newer than 1999, or newer than the Roland SC88), then choose this GM2 support.
- **Roland GS (older Modules):** "Older" Sound Canvases (SC55/SC88) support GS, but not GM2. The good news is that they have the same patches available, just at different locations. So if you choose this option, Band-in-a-Box will find the patches at the "GS" locations instead of the "GM2" locations. If you have a newer GS module like the SC8820, it supports both GM2 and GS - you should likely choose GM2.
- **No GM2 support:** Some sound cards don't have GM2 support yet; they just support the original 128 General MIDI sounds. Band-in-a-Box will use the closest instrument in these cases.

Now you're ready to have fun with Band-in-a-Box!

Chapter 2: QuickStart

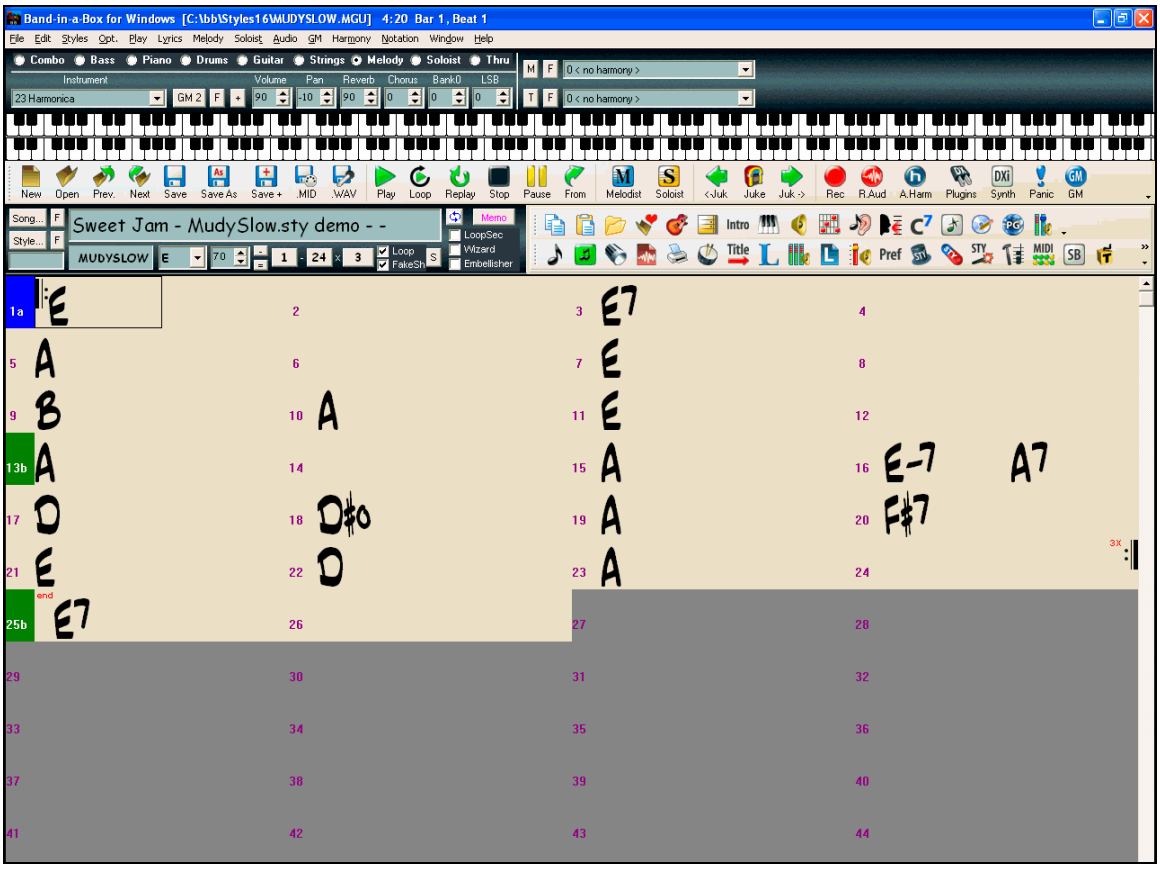
Creating music with Band-in-a-Box is as easy as 1-2-3! In this chapter, you'll see just how easy it is to get Band-in-a-Box working for you.

Step 1 – Typing in the Chords

There are numerous ways of entering chords into Band-in-a-Box. We'll discuss five fast ways of entering chords:

1. Using the computer keyboard.
2. Playing directly on a MIDI controller keyboard.
3. Using the Chord Builder feature.
4. Importing chords from a MIDI file.
5. Loading an Existing Band-in-a-Box format song.

On the main screen of the program, you'll see an area called the chordsheet.



Band-in-a-Box main screen showing chordsheet.

Each of the numbered cells on the chordsheet represents a bar. In this example, we see that there is an E chord in the first bar of this song, an A chord in bar 5, and later in the song, an E7 in bar 12. Notice the box in the first half of bar 1. This is the highlight cell, and it represents the bar you are currently working on. You can move the highlight cell around using the cursor keys, or select a specific bar using the mouse.

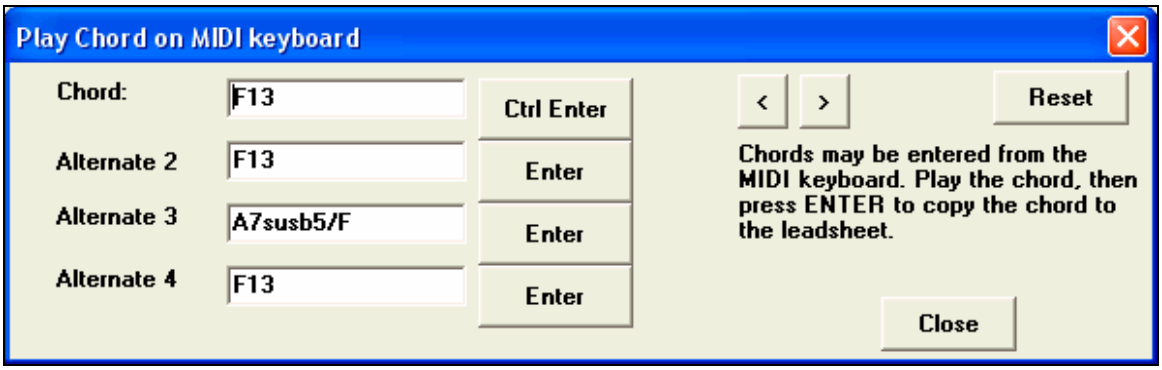
Enter Chords Using the Computer Keyboard

To enter a specific chord, move the highlight cell to where you want to place the chord. For example, to add (or change) a chord in bar 10, you would highlight bar 10 on the chordsheet. Next, type in your chords. If you want an E at bar 10, type the [E] key on your keyboard, and press [Enter]. Notice that when you use the enter key, the highlight cell moves to the second half of the bar. You could then enter another chord at beat 3. Chords names are

normally typed using standard chord symbols (like C or Fm7 or Bb7 or Bb13#9/E), but you can enter them in any of the supported chord symbol display formats like Roman Numerals, Nashville Notation, and Solfeggio.

Enter Chords Using a MIDI Controller Keyboard

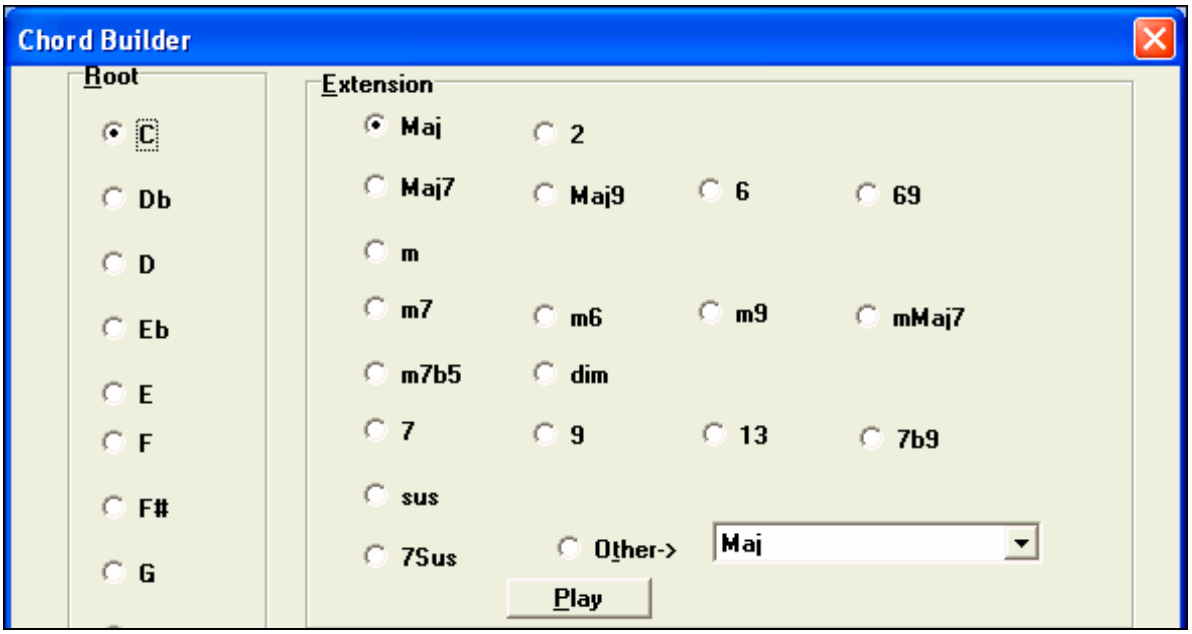
If you have a MIDI controller keyboard, you can use it to enter chords into Band-in-a-Box. Play a chord on your MIDI keyboard, and then type **Ctrl+Enter.** The chord will be entered into the chordsheet at the current highlight cell position. Another method allows you to choose alternate chords. From the *Window | MIDI Chord Detection* menu item, you'll see this window:



When you play chords, Band-in-a-Box shows you the chord name and suggests alternates that you can choose from. Typing **Ctrl+Enter** enters the first selection, and advances the highlight cell by ½ bar.

Enter Chords Using the Chord Builder

Press the Chord Builder button. This opens the **Chord Builder** dialog with a list of chord roots and their extensions.



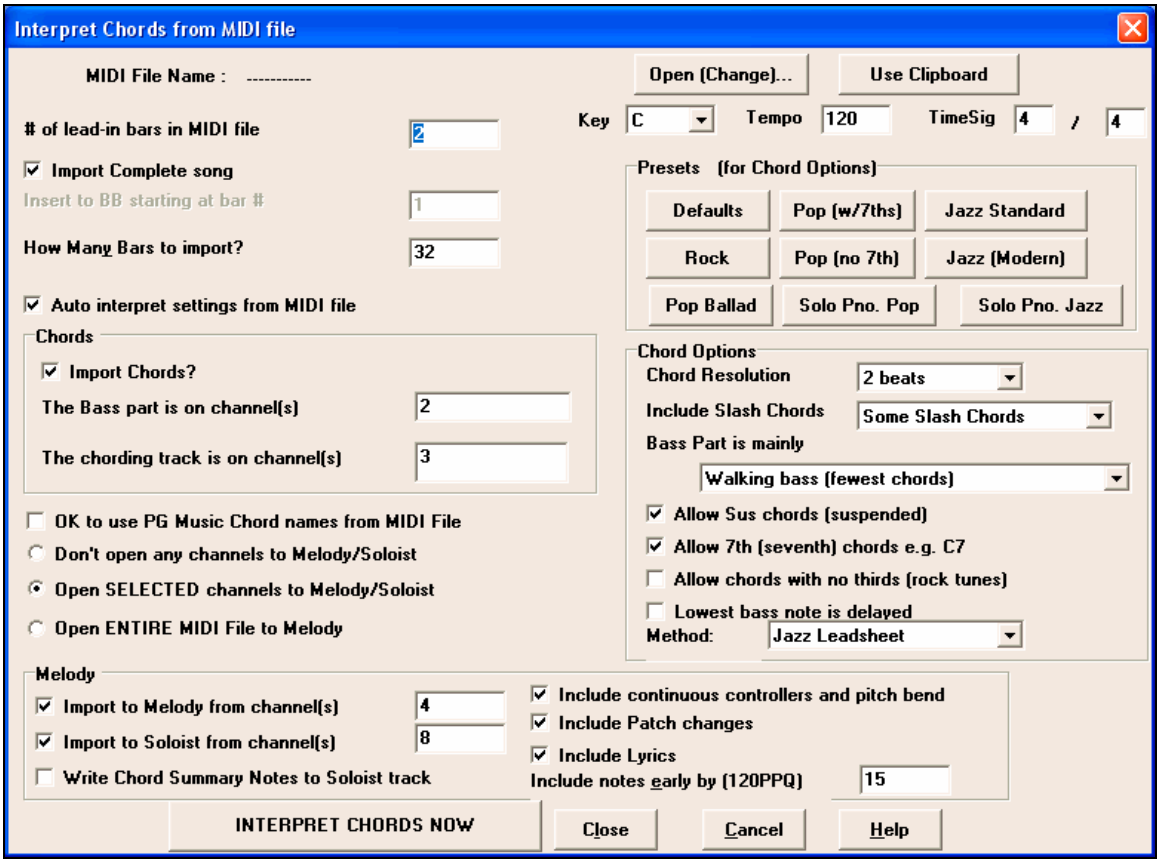
To enter a chord at the current bar, select the chord root from the left pane, and then the extension on the right pane. Pressing [Enter Chord] or using the arrow keys will enter the chord and advance the highlight cell to the next half bar.

Import Chords from a MIDI File

You can have Band-in-a-Box import chords from an existing MIDI file. Choose *Import Chords from MIDI File* on the *File* menu.

When the dialog opens, press the [Open (Change)…] button to choose a MIDI file that you want Band-in-a-Box to interpret the chords from. To help Band-in-a-Box interpret the chords better, you should choose a genre (Preset) for the song. Choose from among such genres as Pop, Rock, or Jazz Standard.

> **Tip:** It helps if you've previously listened to the MIDI file, in order that you can choose a genre most appropriate to the song.



Loading an existing Band-in-a-Box format Song

Press the Open Song button. The first time you use this button, Band-in-a-Box will offer to build a Song list for you. We've included many demonstration songs; they are listed in the song list.

You could also load a pre-existing song by using the *File | Open* menu item, or by typing [F3], which will launch the Windows file dialog. Songs usually load a "Style," which we'll learn about in the next section.

Step 2 – Choosing a Style

Band-in-a-Box creates backing arrangements based on the chords you type in, applied to a particular Style.

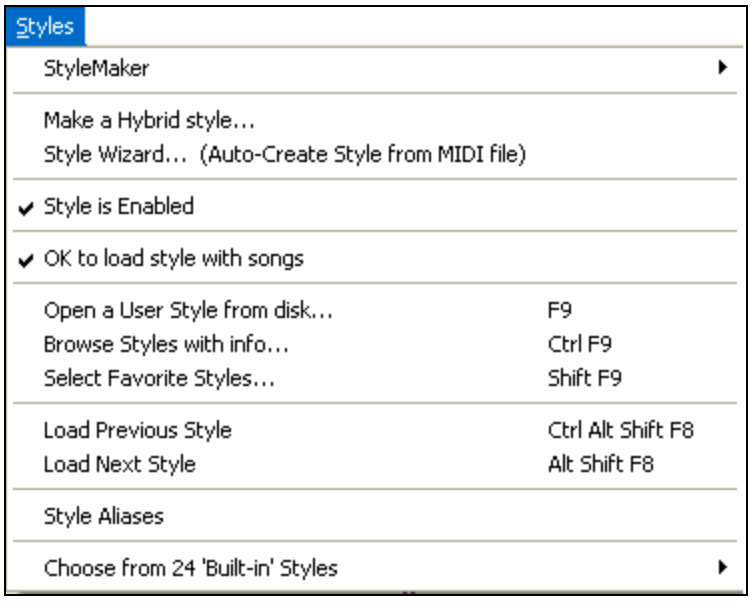
What's a Style?

A style is a set of rules that determine how Band-in-a-Box creates music using your chords. By adjusting the rules, we have created hundreds of styles for everything from Country to Bebop, such as Jazz Swing, Blues Shuffle, Hip Hop, Country 4/4, Pop Ballad, Waltz, and Medium Rock to name just a few. If you don't find a pre-made style that suits your tastes, create one from scratch using the StyleMaker. There's a "how-to" section on custom Styles in this manual.

Four Fast ways to open a Style

Method 1:

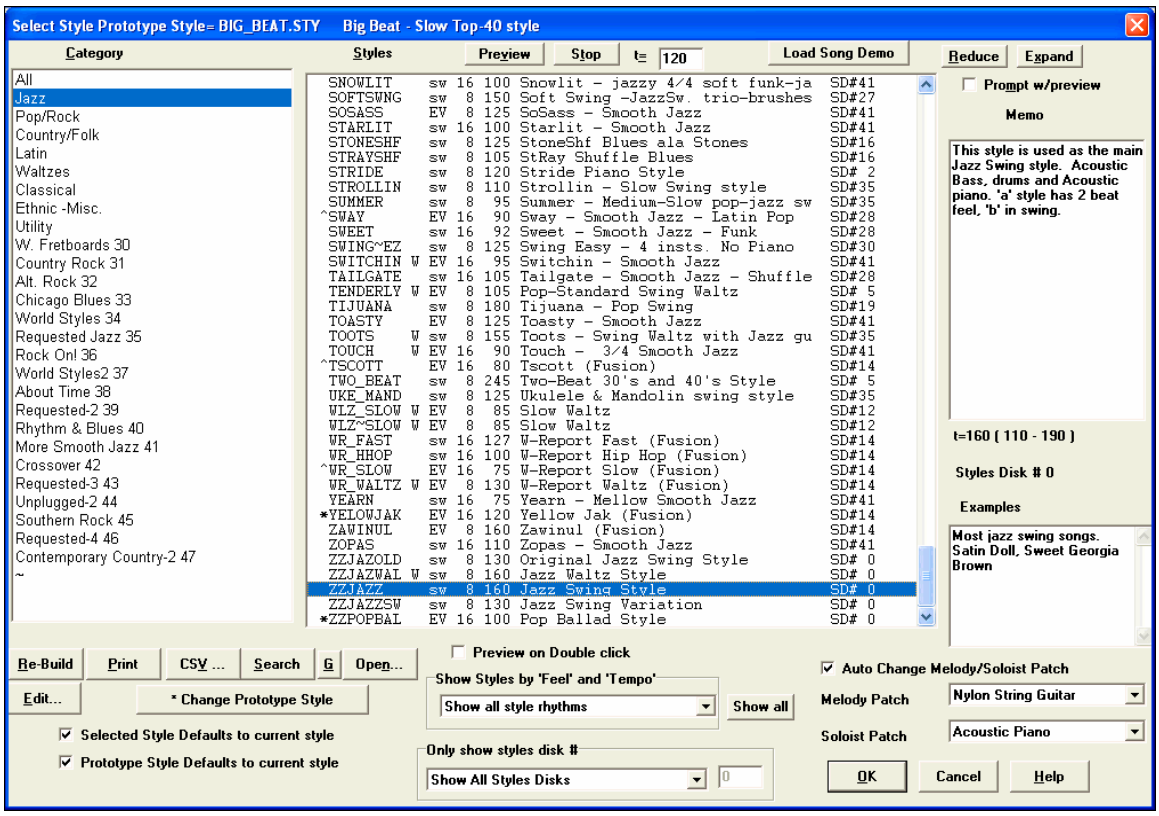
To open a user style from disk, you can just type the [F9] key. You will be presented with a Windows file dialog from which you can select a specific Style. Alternately you can select from the Styles menu item at the top of the screen.


Styles
StyleMaker
Make a Hybrid style...
Style Wizard... (Auto-Create Style from MIDI file)
Style is Enabled
OK to load style with songs
Open a User Style from disk... F9
Browse Styles with info... Ctrl F9
Select Favorite Styles... Shift F9
Load Previous Style Ctrl Alt Shift F8
Load Next Style Alt Shift F8
Style Aliases
Choose from 24 'Built-in' Styles

Method 2:

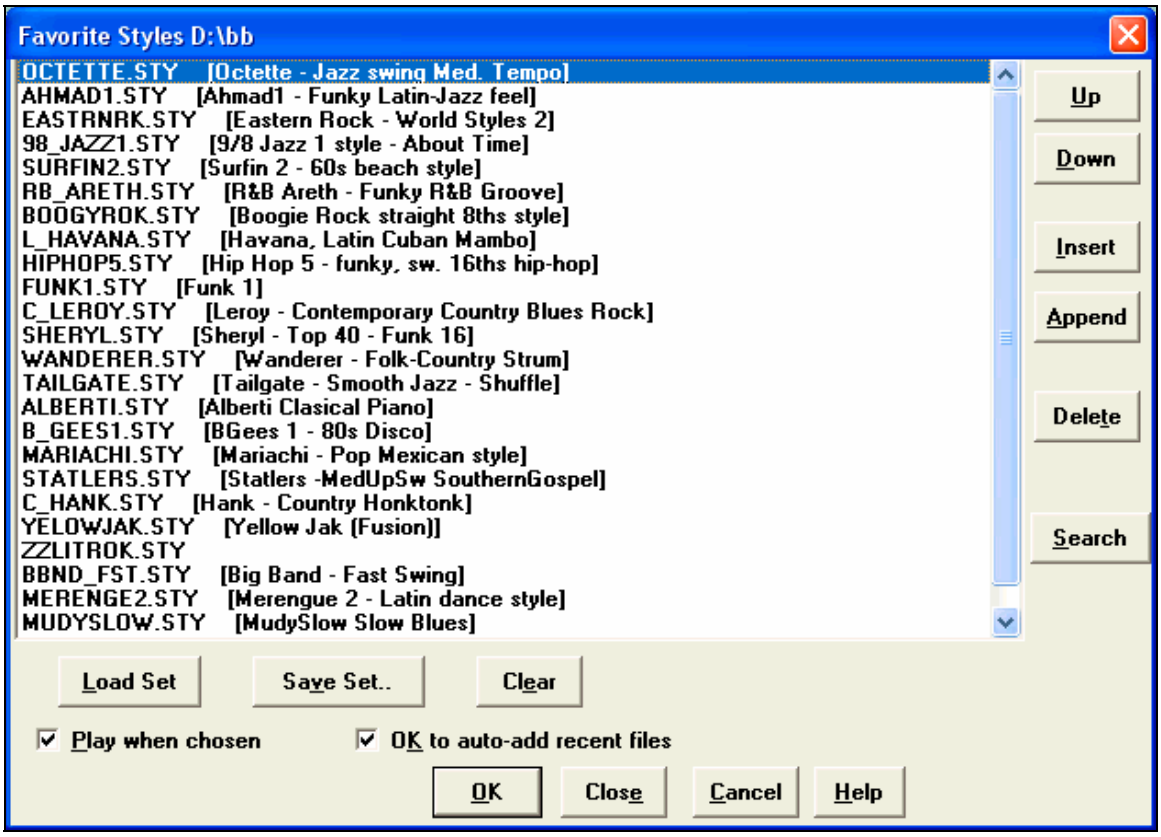
You can use the **StylePicker** window to select your style. Select the button above the chordsheet, or type **Ctrl+F9** on your computer.

This window shows styles listed by Category and by Styles Set number. Select a Set or genre from the left pane, and choose the specific style on the right pane. There are Memos and examples for each of the Styles.

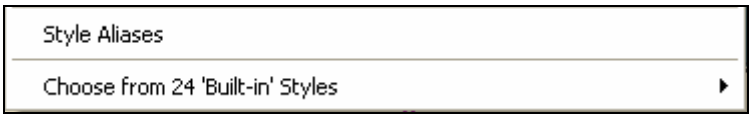

Select Style Prototype Style= BIG_BEAT.STY Big Beat - Slow Top-40 style
Category
Styles
Preview
Stop
t= 120
Load Song Demo
Reduce
Expand
All
Jazz
Pop/Rock
Country/Folk
Latin
Waltzes
Classical
Ethnic -Misc.
Utility
W. Fretboards 30
Country Rock 31
Alt. Rock 32
Chicago Blues 33
World Styles 34
Requested Jazz 35
Rock On! 36
World Styles2 37
About Time 38
Requested-2 39
Rhythm & Blues 40
More Smooth Jazz 41
Crossover 42
Requested-3 43
Unplugged-2 44
Southern Rock 45
Requested-4 46
Contemporary Country-2 47
~
SNOWLIT sw 16 100 Snowlit - jazzy 4/4 soft funk-ja SD#41
SOFTSWNG sw 8 150 Soft Swing -JazzSw. trio-brushes SD#27
SOSASS EV 8 125 SoSass - Smooth Jazz SD#41
STARLIT sw 16 100 Starlit - Smooth Jazz SD#41
STONESHF sw 8 125 StoneShf Blues ala Stones SD#16
STRAYSHF sw 8 105 StRay Shuffle Blues SD#16
STRIDE sw 8 120 Stride Piano Style SD# 2
STROLLIN sw 8 110 Strollin - Slow Swing style SD#35
SUMMER sw 8 95 Summer - Medium-Slow pop-jazz sw SD#35
^SWAY EV 16 90 Sway - Smooth Jazz - Latin Pop SD#28
SWEET sw 16 92 Sweet - Smooth Jazz - Funk SD#28
SWING~EZ sw 8 125 Swing Easy - 4 insts. No Piano SD#30
SWITCHIN W EV 16 95 Switchin - Smooth Jazz SD#41
TAILGATE sw 16 105 Tailgate - Smooth Jazz - Shuffle SD#28
TENDERLY W EV 8 105 Pop-Standard Swing Waltz SD# 5
TIJUANA sw 8 180 Tijuana - Pop Swing SD#19
TOASTY EV 8 125 Toasty - Smooth Jazz SD#41
TOOTS W sw 8 155 Toots - Swing Waltz with Jazz gu SD#35
TOUCH W EV 16 90 Touch - 3/4 Smooth Jazz SD#41
^TSCOTT EV 16 80 Tscott (Fusion) SD#14
TWO_BEAT sw 8 245 Two-Beat 30's and 40's Style SD# 5
UKE_MAND sw 8 125 Ukulele & Mandolin swing style SD#35
WLZ_SLOW W EV 8 85 Slow Waltz SD#12
WLZ~SLOW W EV 8 85 Slow Waltz SD#12
WR_FAST sw 16 127 W-Report Fast (Fusion) SD#14
WR_HHOP sw 16 100 W-Report Hip Hop (Fusion) SD#14
^WR_SLOW EV 16 75 W-Report Slow (Fusion) SD#14
WR_WALTZ W EV 8 130 W-Report Waltz (Fusion) SD#14
YEARN sw 16 75 Yearn - Mellow Smooth Jazz SD#41
*YELOWJAK EV 16 120 Yellow Jak (Fusion) SD#14
ZAWINUL EV 8 160 Zawinul (Fusion) SD#14
ZOPAS sw 16 110 Zopas - Smooth Jazz SD#41
ZZJAZOLD sw 8 130 Original Jazz Swing Style SD# 0
ZZJAZWAL W sw 8 160 Jazz Waltz Style SD# 0
ZZJAZZ sw 8 160 Jazz Swing Style SD# 0
ZZJAZZSW sw 8 130 Jazz Swing Variation SD# 0
*ZZPOPBAL EV 16 100 Pop Ballad Style SD# 0
Prompt w/preview
Memo
This style is used as the main Jazz Swing style. Acoustic Bass, drums and Acoustic piano. 'a' style has 2 beat feel, 'b' in swing.
t=160 (110 - 190)
Styles Disk # 0
Examples
Most jazz swing songs. Satin Doll, Sweet Georgia Brown
Re-Build
Print
CSV ...
Search
G
Open...
Edit...
* Change Prototype Style
Selected Style Defaults to current style
Prototype Style Defaults to current style
Preview on Double click
Show Styles by 'Feel' and 'Tempo'
Show all style rhythms
Show all
Only show styles disk #
Show All Styles Disks
0
Auto Change Melody/Soloist Patch
Melody Patch
Nylon String Guitar
Soloist Patch
Acoustic Piano
OK
Cancel
Help

Method 3: Styles that you've used previously show up in the **Favorite Styles** dialog. Choose this with the [f] button next to the [Style] button in the song title window, from the Styles menu, or type **Shift+F9** on your computer keyboard.

You can choose to save a Favorites set for use later. You can also load a set of favorite styles in this manner.


Favorite Styles D:\bb
OCTETTE.STY [Octette - Jazz swing Med. Tempo]
AHMAD1.STY [Ahmad1 - Funky Latin-Jazz feel]
EASTRNRK.STY [Eastern Rock - World Styles 2]
98_JAZZ1.STY [9/8 Jazz 1 style - About Time]
SURFIN2.STY [Surfin 2 - 60s beach style]
RB_ARETH.STY [R&B Areth - Funky R&B Groove]
BOOGYROK.STY [Boogie Rock straight 8ths style]
L_HAVANA.STY [Havana, Latin Cuban Mambo]
HIPHOP5.STY [Hip Hop 5 - funky, sw. 16ths hip-hop]
FUNK1.STY [Funk 1]
C_LEROY.STY [Leroy - Contemporary Country Blues Rock]
SHERYL.STY [Sheryl - Top 40 - Funk 16]
WANDERER.STY [Wanderer - Folk-Country Strum]
TAILGATE.STY [Tailgate - Smooth Jazz - Shuffle]
ALBERTI.STY [Alberti Clasical Piano]
B_GEES1.STY [BGees 1 - 80s Disco]
MARIACHI.STY [Mariachi - Pop Mexican style]
STATLERS.STY [Statlers -MedUpSw SouthernGospel]
C_HANK.STY [Hank - Country Honktonk]
YELOWJAK.STY [Yellow Jak (Fusion)]
ZZLITROK.STY
BBND_FST.STY [Big Band - Fast Swing]
MERENGE2.STY [Merengue 2 - Latin dance style]
MUDYSLOW.STY [MudySlow Slow Blues]
Up
Down
Insert
Append
Delete
Search
Load Set
Save Set..
Clear
Play when chosen
OK to auto-add recent files
OK
Close
Cancel
Help

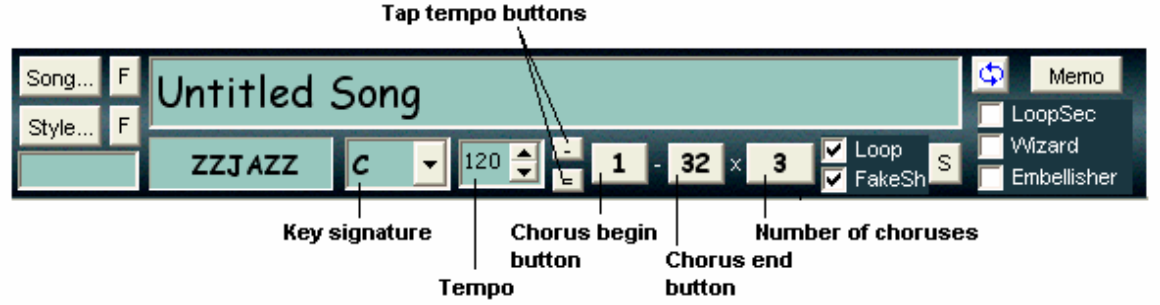
Method 4:
In the *Styles* menu, you can choose from among the 24 "built-in" styles. This list provides a quick way to choose from among the most popular music genres.



Step 3 – Play your song!

You've entered chords on the chordsheet and chosen a style. Now it's time to play the song! You'll need to tell Band-in-a-Box how long your song is, how many times to play it through, in what key, and how fast.

Framing the Song
To tell Band-in-a-Box where to start and end the song, take a look at the middle of the main screen.



Locate the framing buttons. There are three of them, one each for Beginning of Chorus, End of Chorus, and Number of Choruses. In the example above, the chorus starts at bar 1, ends on bar 32, and is going to play 3 times.

Setting the Key
In the example above the key is set to C. However, you can set this to any key. In our first view of the chordsheet the Blues song was in the key of E. If you do change the key, Band-in-a-Box will offer to transpose the chordsheet for you.

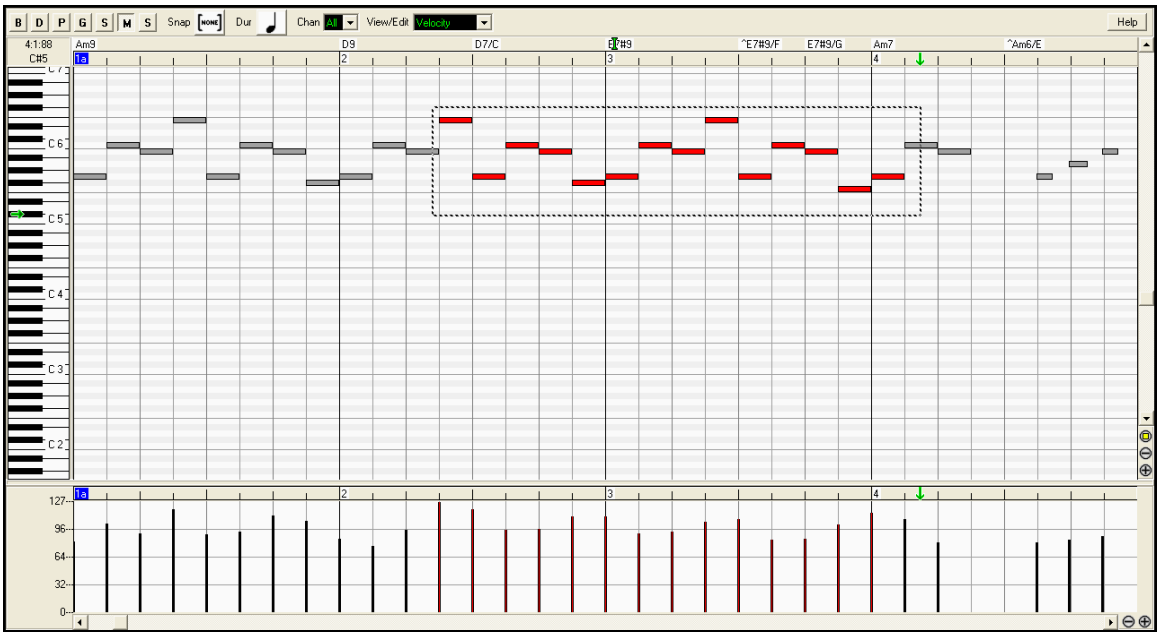
Setting the Tempo
If you know the tempo value of your song, you can enter it in the tempo box. The song example above has a tempo of 120. There is an even faster way to enter a tempo. Locate the minus key [-] and the equals key [=] in the number row of your computer keyboard, they are usually next to each other. If you tap the minus key 4 times at your tempo, Band-in-a-Box will set the tempo automatically for you. If you tap the equals key four times, Band-in-a-Box will set the tempo and begin song playback!

More fun with Band-in-a-Box…
That's all there is to quickly creating music with Band-in-a-Box. Band-in-a-Box has many more features and user settings, which are discussed in later chapters. Have fun making music with Band-in-a-Box!

Chapter 3: Band-in-a-Box Version 2005

New Features in Band-in-a-Box 2005

New Fully-Featured "Piano Roll" Window!

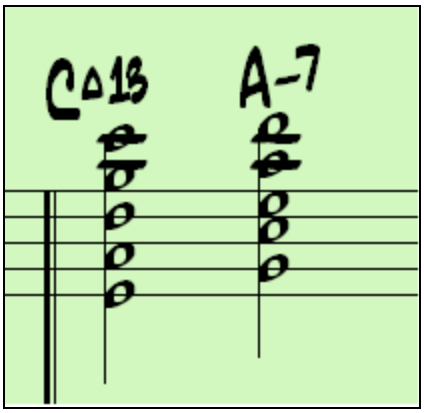


Now you can edit your tracks using the new "Piano Roll" window, similar to the type found in many sequencer programs. Edit the Melody or Soloist tracks with greater ease and precision. There are 2 panes in the window – one for notes and the other for controllers, velocity, and other data. All notes and controllers are displayed as bars on a grid. You can change note duration and pitch by selecting and dragging with your mouse.

Alternate Guitar Tunings added!

The Guitar window now supports alternate tunings, including DADGAD, Drop D, Double Drop D, Open G, and 11 others! You can also select "Nashville High Strung" tunings, which tune certain strings up an octave. The new tunings are supported in Styles, Chord Diagrams, Guitar Tutor, Notation, Tab, and Printout. Learn how to play these tunings by watching the on-screen Guitar Fretboard or Notation/Tab window. Easily change any style to use the alternate tuning that you want.

New Harmonies added with voicing in 4ths!



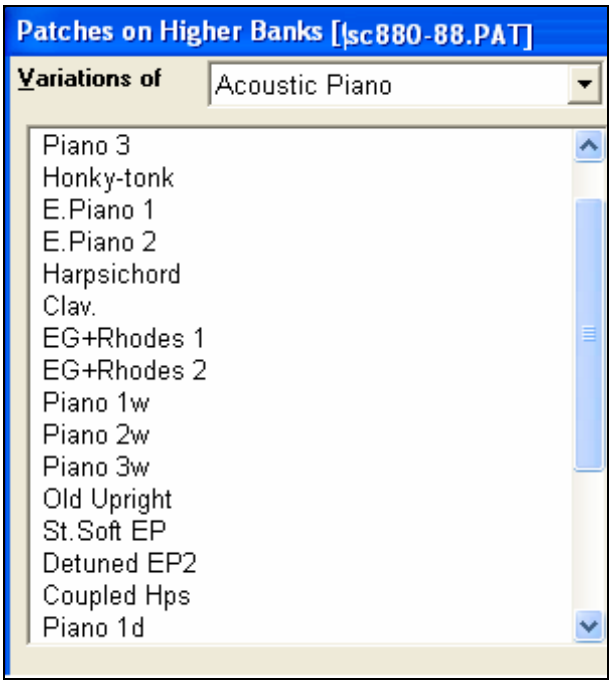
Modern Jazz harmonies often voice chords in 4ths. For example, a C chord with C melody might be voiced C, G, D, A, E. Now you can select 4ths voicings easily in Band-in-a-Box to harmonize the Melody, Soloist, or THRU parts using 3, 4, or 5 part voicings in 4ths. We've added presets for these harmonies, so you can easily select them. Use these sophisticated 4ths harmonies on your existing melodies to create a new sound.

"Auto Endings" added for Styles without Endings!

If you've made a style, and haven't included an ending, a 2-bar ending can now be generated automatically, based on the style. This makes it easier to make complete styles using the Style Wizard, which makes a style by analyzing a MIDI file.

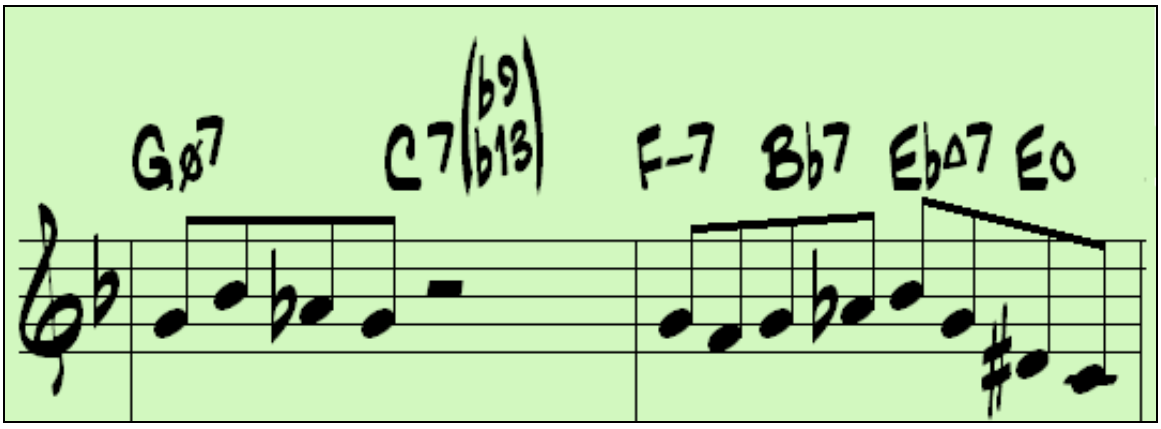
Patch List Converter

Make Synthesizer Patch file lists (.PAT files) easily by converting PowerTracks or Cakewalk Patch lists!



Band-in-a-Box can now read a patch file list generated by PowerTracks Pro Audio or Cakewalk, and convert it to a .PAT file for use in Band-in-a-Box. The patch file contains the name and numbers for all patches on a synthesizer, so that you can access your patches easily by name. If you already have a patch list for your synthesizer from one of these other programs, you can now convert it to Band-in-a-Box format easily.

"Jazz Chord Symbol Graphics" (circles, triangles) supported!



Jazz and Pop music often use certain non-alphabetic symbols for chord types. These include a delta (triangle) for major chords, a circle for diminished, and a circle with a slash for half-diminished. Also, tensions like b9 and b13 are stacked vertically and contained in brackets. You can now select this option, and see these symbols for display/printout on the Chord Sheet, Notation, and Lead Sheet windows.

TC-Helicon Audio Harmonies enhanced with Pitch Styles (automatic "Vibrato" and "Scooping")!

Now, when you generate audio harmonies to your recorded vocal tracks, you can select pitch styles to add vibrato and scooping effects to the vocal harmonies. Choose from presets, including "Ballad," "Broadway," "Pop Diva" and more!

StylePicker now Editable!

You can now add your own styles to the StylePicker list by pressing an ADD/EDIT button on the StylePicker. You can see all the information about the style, including memo, genre, feel, tempo, range, etc.

"Vocal Wizard" finds the best song keys for your vocal range!

This feature helps you choose the best song key for your vocal range from your vocal type (baritone, tenor, etc.), or a custom range. The wizard analyzes the song and recommends the best keys for that song. There are options to "include/exclude falsetto range" and "restrict choices to these keys […]."

Non-Destructive Audio Track Editing!

With previous versions of Band-in-a-Box, any changes to the audio track would be permanent, even if you didn't save the song. Now the changes are non-destructive and only become permanent if you save the file.

Support for Multiple Sound Cards!

For the audio track, you can now choose which sound card to use, if you have more than one.

Multiple lines of Lyrics Supported on Fake Sheet and Printout!

If your song has 1st and 2nd endings or multiple verses of lyrics, multi-line lyrics can be displayed, so you'll see all verses on the same Fake Sheet.

Full Stereo or Mono support for Audio Track!

You can now choose between mono and stereo for the audio track and the audio plug-ins work for mono or stereo. Tracks can be edited in either format, and converted from stereo to mono or vice versa.

Enhanced Audio Plug-in Effects!

Enhanced audio plug-in effects are included for EQ, Peak-Limit, and Reverb.

Selective Humanize option for the Melody Embellisher!

There is a new option for the Embellisher to only humanize the timing of the music if the timing was "stiff" to begin with. This allows the Embellisher to leave the timing of human input melodies alone, and humanize only the ones that were entered in step-time.

Lead Sheet highlighting is more visible!

During playback, the highlighting of bars on the Lead Sheet and Fake Sheet window is more visible, with red rectangles to highlight the current bar.

Karaoke Files (.KAR) now can be opened, including lyrics!

The popular Karaoke file format (.KAR) can now be opened directly into Band-in-a-Box, just like MIDI files. Chord symbols are displayed (Band-in-a-Box intelligently analyzes the chords of the song), as well as the lyrics from the Karaoke files.

Import .WAV file to Audio Track support!

A mono or stereo .WAV file can now be imported to the audio track, optionally merging or replacing any existing audio track.

Pitch Bends are now displayed on the Guitar Fretboard!

Pitch bends now show up on the Guitar Fretboard. As the pitch bend occurs, a blue line moves along the string in real time to show the height of the pitch bend.

Shift-Click support for Selecting Region of Chordsheet, Notation, or Audio Window!

To select a region of Chordsheet, Notation, or Audio Window, you can now **Shift**-click on the end point to easily select a large area.

Colors editor for Note Colors in the Notation Window!

Note colors for the Notation window may be edited to create custom color sets, using a new dialog box.

Entire song name displayed in Taskbar hint when Band-in-a-Box is minimized!

This is useful to find the name of a song playing when Band-in-a-Box is playing in the background.

Multi-colors for Event List!

Different colors are used for different event types in the event list, to visually distinguish notes, patch changes etc.

Song Picker Enhanced – Subfolder Support!

The SongPicker has been enhanced and now can optionally display songs from subfolders. For example, if you get a song list of c:\bb, it can include songs in subfolders of c:\bb like c:\bb\styles34. You can also lock the SongPicker to always open in the same folder (EG: C:\bb), so that you can use the same list to keep track of all songs on your disk. Other enhancements like "change folder," and "go up one folder" are included.

Notation supports time signature changes!

Time signature changes are now printed on the Notation/Lead Sheet!

"Favorite Folder-Open Song" button!

By opening a song using "Favorite Folder-Open Song," you first select the folder from a list of recently used folders, and then you can directly open the song from that folder. This allows you to quickly find a song in another folder.

Lyric breaks hidden in Lead Sheet window!

For lyrics, line break and paragraph marks ('/' and '\') are no longer shown on the Lead Sheet window.

Auto MIDI and Karaoke lyrics display!

Lyrics window optionally auto-opens for MIDI files with lyrics and Karaoke files!

Guitar TAB visibility is improved!

For the guitar tablature, the numbers are now more visible, as a portion of the black guitar line is "whited out" when a tab fret number is drawn.

Notation display improved!

The first note in every bar is drawn farther away from the bar line.

Big Lyrics Window Enhancements!

Chords can now be displayed on a row above the lyrics on the Big Lyrics Window. Separate chord colors are used for the Chords and Lyrics, allowing these elements to be visually separated.

MIDI file text markers for part markers!

MIDI files are now written with descriptive text markers for part markers! Text markers are also read in from MIDI files, and displayed as section markers on the notation.

Decibel (dB) scale now present in the Audio Edit window!

New rest insert key!

In Editable Notation mode, you can now insert a rest by holding the back-quote key (tilde key without pressing **Shift**) then clicking on the Notation window. This is a way to avoid having to check the "Rest" checkbox first.

Reset to factory settings improved!

Reset to factory settings also offers to nuke the drum kit and MIDI driver choice, making the return to factory settings complete.

"Transpose" Chordsheet option added!

This is useful for non-concert pitch instruments like tenor saxophone. This option is also available on the Notation window.

"Play Selected Area as a Loop" function!

Shift-click on the Play button, or press F10 (Play Selected Area as Loop) and the program will play a selected region as a loop. For example, you can select bars 10 and 11, and then press F10, and bars 10 and 11 will play looped.

StyleMaker Enhancements!

If you don't save the style, the previous style will load in, instead of reverting to "ZZJAZZ.STY."

Guitar Tutor Enhancements!

The Guitar Chord Tutor now has an "Anticipate" mode that plays the next chord X beats in advance, allowing time for the user to prepare the chord for playing along. 11 new tutors have been added for the Alternate tunings like DADGAD, Open G, etc.

No more drum crash cymbals on Bar 1 of the song!

The very first bar of the song is (optionally) no longer considered to be following a fill, so a drum crash cymbal won't be played. Most drummers wouldn't play a crash cymbal on bar 1 of the song.

New hot keys added for Prefs tab dialog!

This allows navigation of the Preferences tabs by single keystrokes.

Auto "Staves per Page" Option!

Notation | *Options* now has an option to allow "Staves per Page" setting to be automatic or not!

Print to much larger BMP files!

Notation | *Print to Graphics* command can now print to high resolution BMP's like 2400 x 3000! This feature is only limited by available memory.

Guitar TAB lines easier to see!

Guitar TAB lines now print in black, instead of grey, so tab is easier to read.

Larger Harmony display boxes!

Harmony display boxes are wider by 64 pixels on the main screen and Melodist/Soloist dialogs!

VU meters added for Audio!

These show the Record and Playback levels for audio, allowing adjustment of microphone and speaker levels.

Mouse wheel support!

Mouse wheel support added to the Chordsheet screen and other windows.

… and many more!

QuickStart Tutorial for the Version 2005 Upgrade.

The full descriptions of the new features in Version 2005 of Band-in-a-Box are provided elsewhere. This tutorial is a QuickStart tour of the new features in Band-in-a-Box 2005.

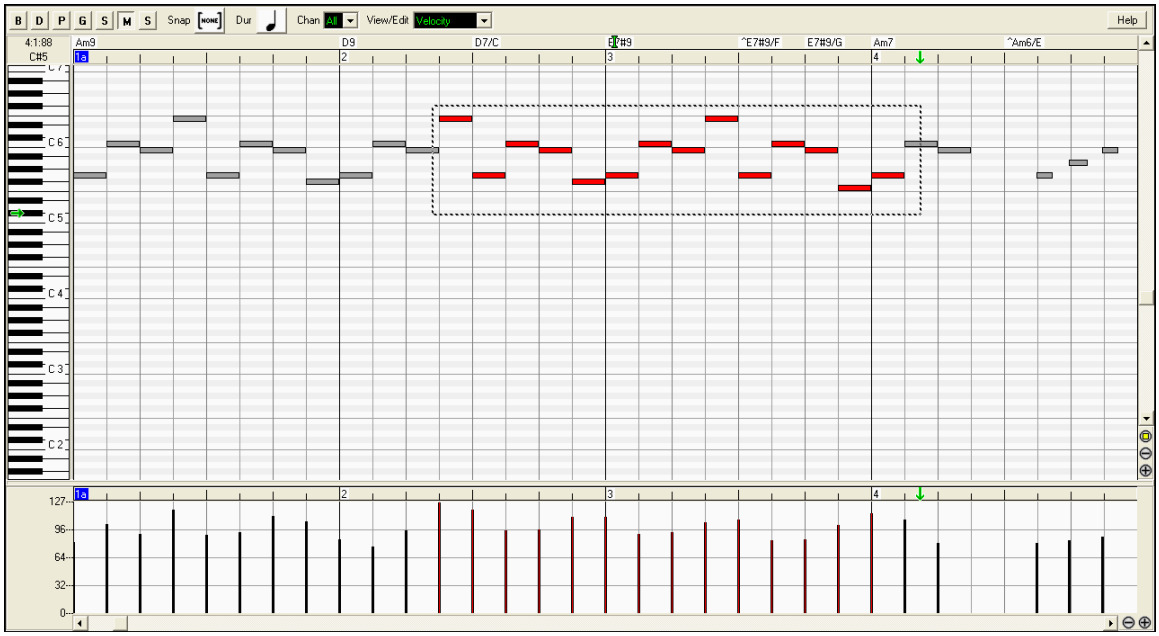
Note: It is assumed that you are somewhat familiar with the previous release of Band-in-a-Box.

Explore Band-in-a-Box Version 2005

First, we'll take a quick tour of the new features in Band-in-a-Box 2005. Then we'll do an in-depth tutorial for the new Piano Roll window. The other chapters in the manual are also tutorial style presentations of the new features.

Load in any song with a melody...

Now launch the Piano Roll window, by pressing the piano roll button on the toolbar, or choosing *Window* | *Piano Roll Window*. You'll then see the Piano Roll window.



Drag the notes to change pitch, duration, or timing.

Insert notes by mouse click (while holding down **Ctrl+Shift**).

We'll explore the piano roll in detail later in the tutorial.

Now let's close the Piano Roll window, and open the Notation window. You can do this by pressing the notation button.

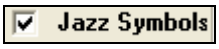
Let's hear the fourths harmonies…

Load in c:\bb\Tutorial - BB 2005\ 4 Trumpets in 4ths - Harmony 219 demo. This will play the melody in 4-part harmony, using 4ths harmonies.

Let's display "Jazz chord symbol graphics" to this song.

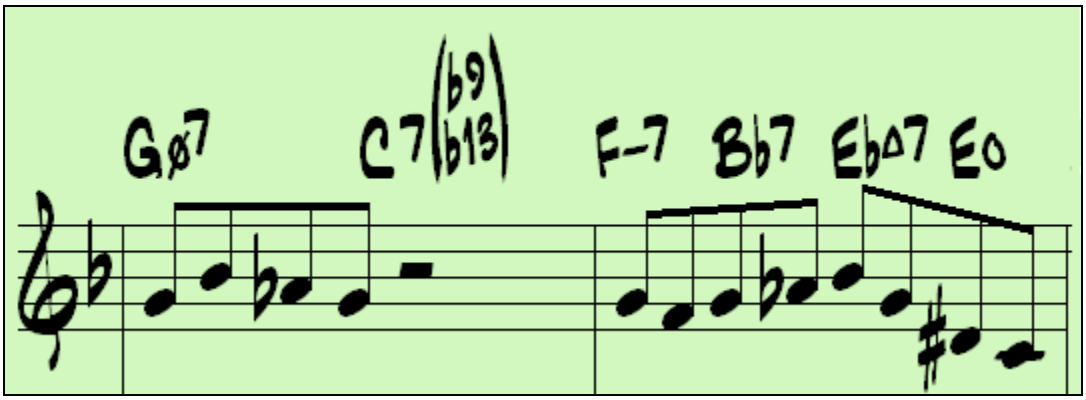
Use the *Opt.* | *Preferences* menu option and click on "Notation" to open the **Notations Options** dialogue box. In the Notation Options dialog:

Press the [Jazz Fonts] button to select the Jazz music font.



Select the "Jazz Symbols" checkbox.

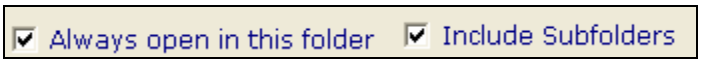
Exit the Options dialog, and you'll now see Jazz chord symbols.



Let's examine the improvements in the SongPicker.

Open the **SongPicker**. (The program may rebuild the song list prior to opening the dialog.)

Look at the folder name displayed at the bottom of the dialog.



Select the checkboxes "Always open in this folder" and "Include Subfolders."

If the folder name isn't already c:\bb, press the [Change] button near the bottom of the dialog, to change the folder to c:\bb.

If the program doesn't rebuild the list automatically, then force a rebuild by pressing the [Rebuild List] button.

The Song list will then be rebuilt, displaying ALL of the songs in your c:\bb folders and subfolders. If you have the MegaPAK, this will be over 2,000 songs, riffs, and style demos!

Use the FILTER to manage this list. Set the Filter to "any column." For example, type the word Bluegrass in the filter, and press [Apply Filter]. You'll now see a list of 29 songs, all with the word Bluegrass somewhere in the title, filename, genre, or other field.

Let's explore the new "Vocal Wizard."

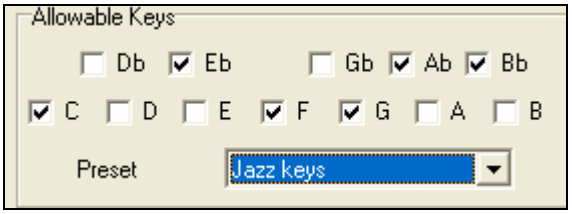
The Vocal Wizard determines the best keys for any song in your vocal range.

Load in the song c:\bb\ Tutorial - BB 2005\Old Folks at Home.MGU. This is in the key of F. We'll assume that you are a male with a baritone range. If so, F is not a good key for this song, it is too high.

Choose *Window* | *Vocal Wizard* or press the Vocal Wizard button on the toolbar.

The Vocal Wizard will open. It displays color coded scores for each possible key, and has determined that they key of D is the best key for that song in your vocal range, which you can set in the same dialog.

When you call out to your piano player "We can do this song in D." he replies, "I don't play much in D, I'm a Jazz player."



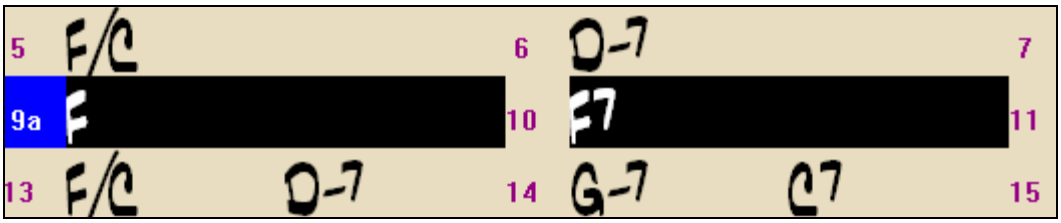
So you use the "Allowable Keys" preset in this dialog, and set it to "Jazz keys," and then the Vocal Wizard revises its recommendation to the key of C.

If you select "Auto-transpose to best key when a song is loaded," every song will automatically be transposed to the best key for your vocal range when loaded. For now, let's de-select that option, since we don't want songs to be transposed when loaded.

Note that the Vocal Wizard can also be used for instruments, like tenor sax or trombone, to determine the best keys for playing the melody on those instruments.

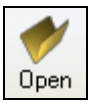
Let's check out the new PLAY LOOP feature.

On the Chordsheet, select the 2 bars from 9 to 10 by dragging the mouse to make the bars black.



Now, press the [Loop] button on the toolbar, or press F10, or choose the *Play | Play (loop) Highlighted Section* menu item. The 2 bars from 9 to 10 will play in a loop.

We can use the new **Favorite Folders feature** to quickly OPEN or SAVE a song from/to a different folder than we are in now.

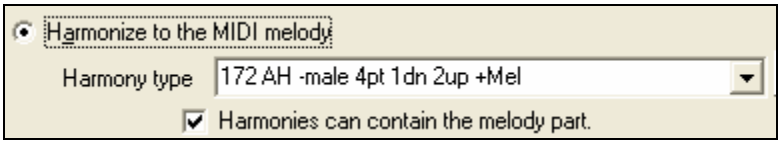


Hold the **Shift** key as you click the [Open] button. This will launch the Favorite Folder dialog, allowing you to pick the folder to load from, and then the typical dialog will open up. This saves you time.

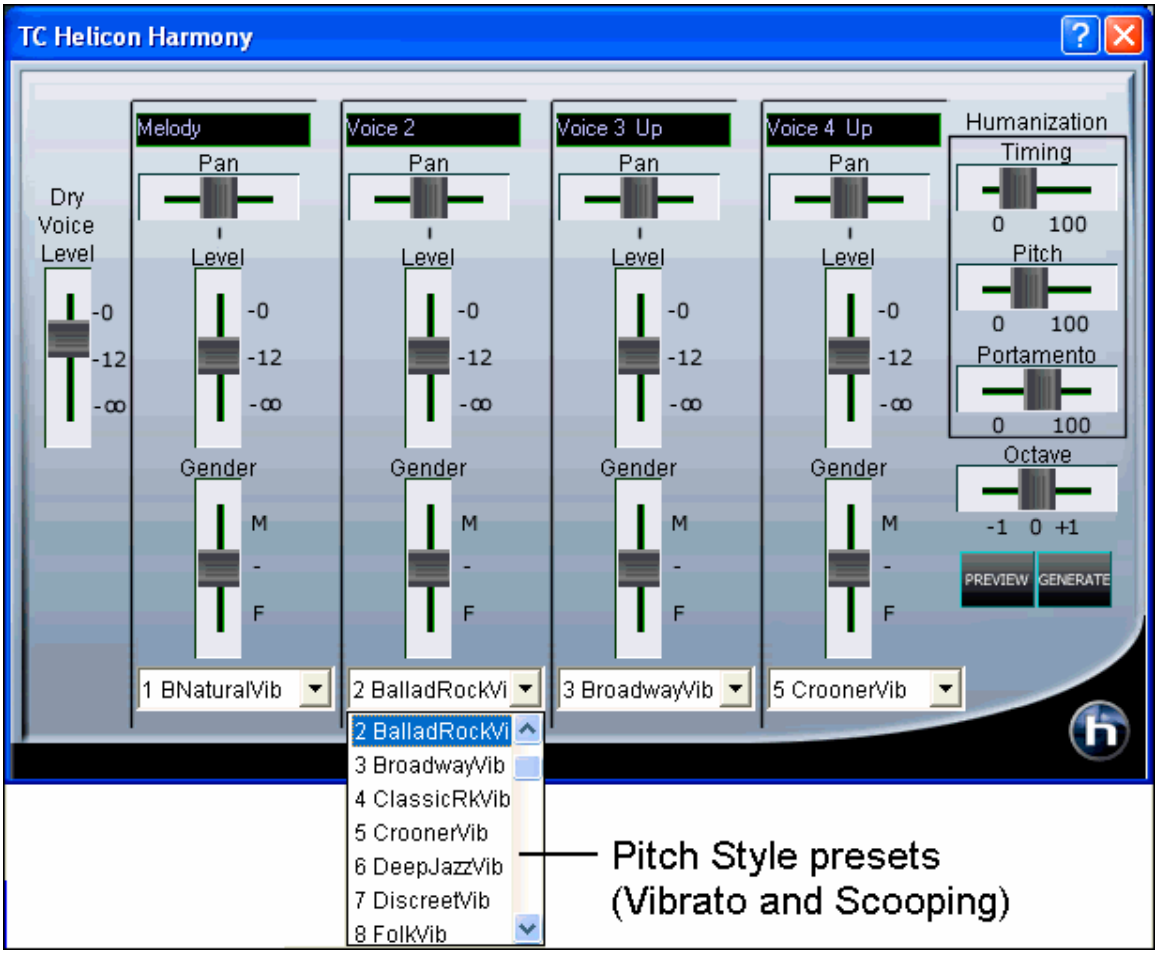
Similarly, **Shift-clicking** on the [Save As] button will allow you to choose a favorite folder prior to seeing the **Save As** dialog.

The TC-Helicon Harmonies are improved. Let's load in the Tutorial Demo from 2004, called c:\bb\Tutorial – Audio Harmonies\Listen.MGU. We'll now add audio harmonies, and **the audio harmonies will now have vibrato!**

After loading in Listen, launch the **TC-Helicon Harmony** dialog. Choose Harmonize to the MIDI Melody, and harmony #172, and click OK.



Now, in the TC-Helicon Harmony dialog, notice the new combo boxes at the bottom of the screen for Pitch Style presets (vibrato and scooping).



Set the 4 harmonies to the first vibrato setting "1 BNatural Vibrato," and press the [PREVIEW] button. You'll now hear these harmonies, generated from MIDI notes in the Band-in-a-Box harmony, but with various types of vibrato and scooping pitch effects. On held notes, the vibrato is essential for a natural vocal sound.

Now let's move on to the Piano Roll Tutorial.

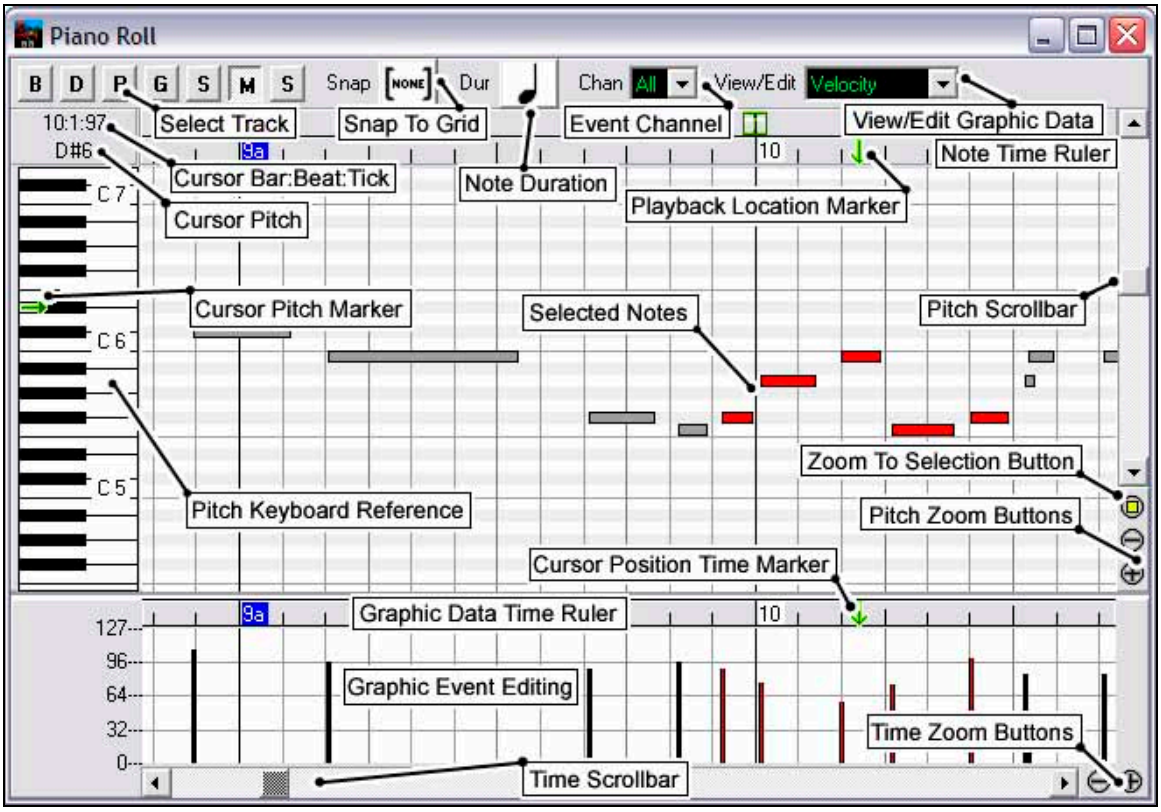
Piano Roll Tutorial

The Piano Roll window enables precise graphic editing of note timing and duration. You can also graphically edit note velocity, controllers, program changes, channel aftertouch, or pitch bend.

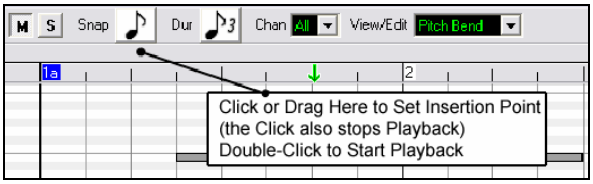
The Piano Roll may be opened as a movable window (which floats above the Band-in-a-Box main window), or it may be opened embedded, which occupies the same position as the Chordsheet/Notation panel in the Band-in-a-Box main window.

Let's load the song "PianoRollDemoSong.MGU." This is a medium Bossa Nova with some horn noodling to demonstrate Piano Roll features. The song contains example use of several MIDI data types with which to experiment.

To open the Piano Roll, in the Band-in-a-Box *Window* menu, select the item *Piano Roll Window*.



Playback Control



In addition to other Band-in-a-Box methods, you can start playback by double-clicking the Chords Ruler above the Note Time Ruler. When polishing edits, it can be convenient to double-click the Chords Ruler to hear a couple of bars, and then click the Ruler or tap the <space bar> to stop playback and continue editing. When you click or drag in the Chords Ruler, it sets the Insertion Point. The Insertion Point determines the location that pasted events would be added to the track. It also determines the Playback Start bar if you use the **Ctrl+G** "play from here" keystrokes.

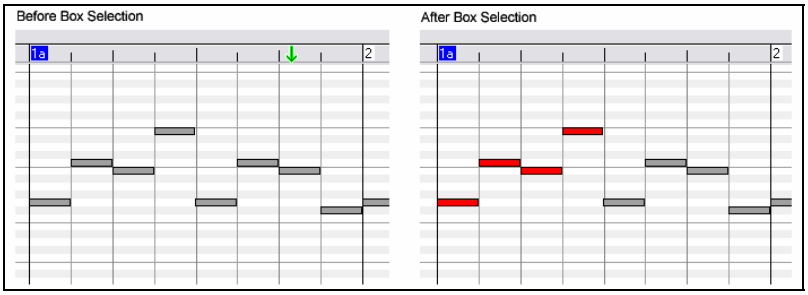
Splitter Bar

A vertical Splitter Bar sits between the Note Editing and Graphic Event panels. To maximize the Note Editing panel, drag the Splitter down, to maximize the Graphic Event panel for more accurate event editing, drag it up.

Note Selection

You can click on individual notes, and also **Shift**-click or **Ctrl**-click to select multiple notes.

You can make a "box selection" by clicking on white space and drawing a rectangle around notes.



Note Editing

Move the mouse cursor over the left side of a note, then click-drag horizontally to edit the note's start time. To drag a group of selected notes, hold **Shift** while dragging the head of one of the notes, and all of the selection will follow!

Move the mouse cursor over the right side of a note, then click-drag horizontally to edit the note's duration. To drag a group of selected notes, hold **Shift** while dragging the tail of one of the notes.

Move the mouse cursor over the center of a note, and then click-drag vertically to edit the note's pitch. To transpose a group of selected notes, hold **Shift** while dragging the center of one of the Notes.

Insert a Note

Hold **Shift+Ctrl**, and then click where you want a new note.

Delete a Note

Select one or more notes, and then tap the computer's **Delete** key. You Can also right-click and choose the "Delete Selected Events" item in the pop-up menu.

Undo Mistakes

You can use *Edit* | *Undo* (or **Ctrl+Z**) to recover from edits gone horribly wrong. You can also right-click and choose the "Undo" item in the pop-up menu.

If you make a mistake when inserting an event, it is often easy to fix by re-editing the event. For instance, if you intended to insert a C note, but accidentally inserted a B note, it is trivial to drag the new B note up to C.

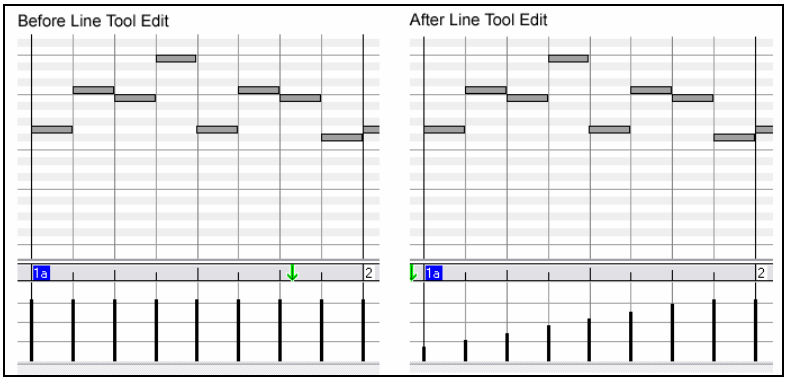
After inserting events, the new events are selected (highlighted red). Therefore, you can also tap the **Delete** key to remove accidentally inserted events.

Graphic Event Editing

You can edit the value or time of individual graphic data items. To edit the value, move the mouse cursor over the top half of an event, and click-drag vertically. To edit the time of the event, move the cursor over the bottom half of an event, and click-drag horizontally. There are two tools for inserting graphic events, the **Line Tool** and the **Pencil Tool**.

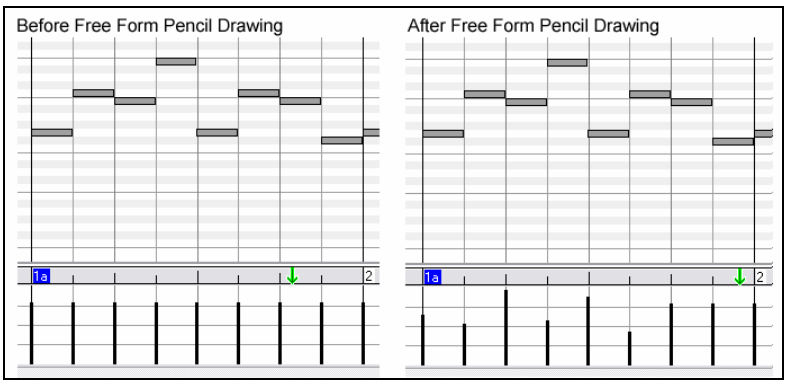
Line Tool

Move the mouse cursor over white space in the Graphic Event panel. The cursor becomes a Line Tool. Click and then drag a line. When the mouse button is released, events are inserted or modified to fit the line. This illustrates the effect of the Line Tool for editing the velocity of the first 6 notes.



Pencil Tool

Hold **Shift+Ctrl**, and move the mouse cursor over white space in the Graphic Event panel. The cursor becomes a Pencil Tool. Click and then drag a free-form shape. When the mouse button is released, events are inserted or modified to fit the free-form shape. This illustrates the effect of the Pencil Tool for free form drawing the velocity of the first 6 notes.



Program Changes

The Piano Roll demo song contains some embedded program change events as a demo of this new method. Set the "View/Edit" control to "Program," and the few program changes are displayed in the Graphic Event panel.

Program changes are zero-based. For example, General MIDI piano is zero rather than one. The demo song intro has a flute program change. Then the first chorus is trumpet, the second chorus is flute, and the third chorus is soprano sax.

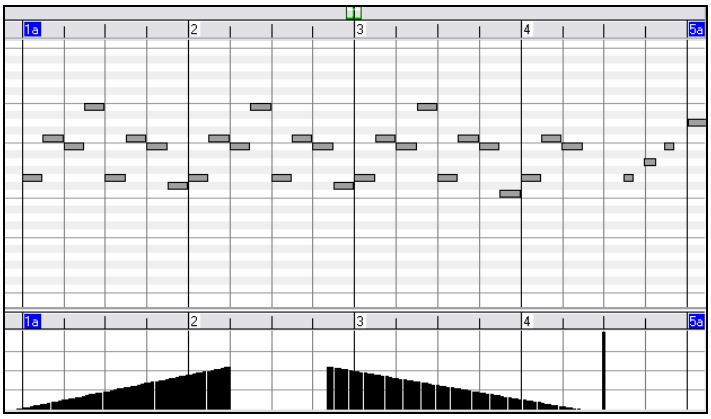
Expression Controller

Set the View/Edit combo box to "Control" (controller MIDI events). Then select "11 Expression MSB" in the controller type combo box.

The Expression controller is recognized by most modern synthesizers (including most General MIDI synths). However, some older synths do not recognize this controller. Expression is an alternative to "7 Main Volume MSB." Use the Expression controller for individual tracks, and reserve the main Volume controller for overall track loudness. That way, you can use the Band-in-a-Box main window Volume controls without affecting individual notes in the track.

In the example shown, the intro flute ostinato pattern fades in, and then fades back out, via the expression controllers. These events were entered with the Line Tool. Notice that before the trumpet comes in, there is a single expression event of value 127, to kick the loudness up to "normal."

Single controllers are inserted by moving the mouse cursor to the desired position and then clicking the mouse button.



Play the demo song, and watch how Expression controls have been added for soft attack on some notes, and loudness reduction at the end of some notes.

Modulation Controller

Set the View/Edit combo box to "Control" (Controller MIDI Events). Then select "1 Mod Wheel MSB" in the controller type combo box.

The Modulation controller is not firmly defined, but it is usually a Vibrato or Tremolo effect (especially in General MIDI synths).

Play the Demo Song, and watch how Modulation has been added to some notes to add Vibrato. It is usually best to use tasteful amounts of Controllers. With graphic edits, too much is almost always too much!

Pitch Bend

Set the View/Edit combo box to "Pitch Bend." Play the demo song, and watch how a few pitch bends have been inserted to "scoop" some note attacks, "sting" the middle of a note, or "fall off" some note releases.

More Details

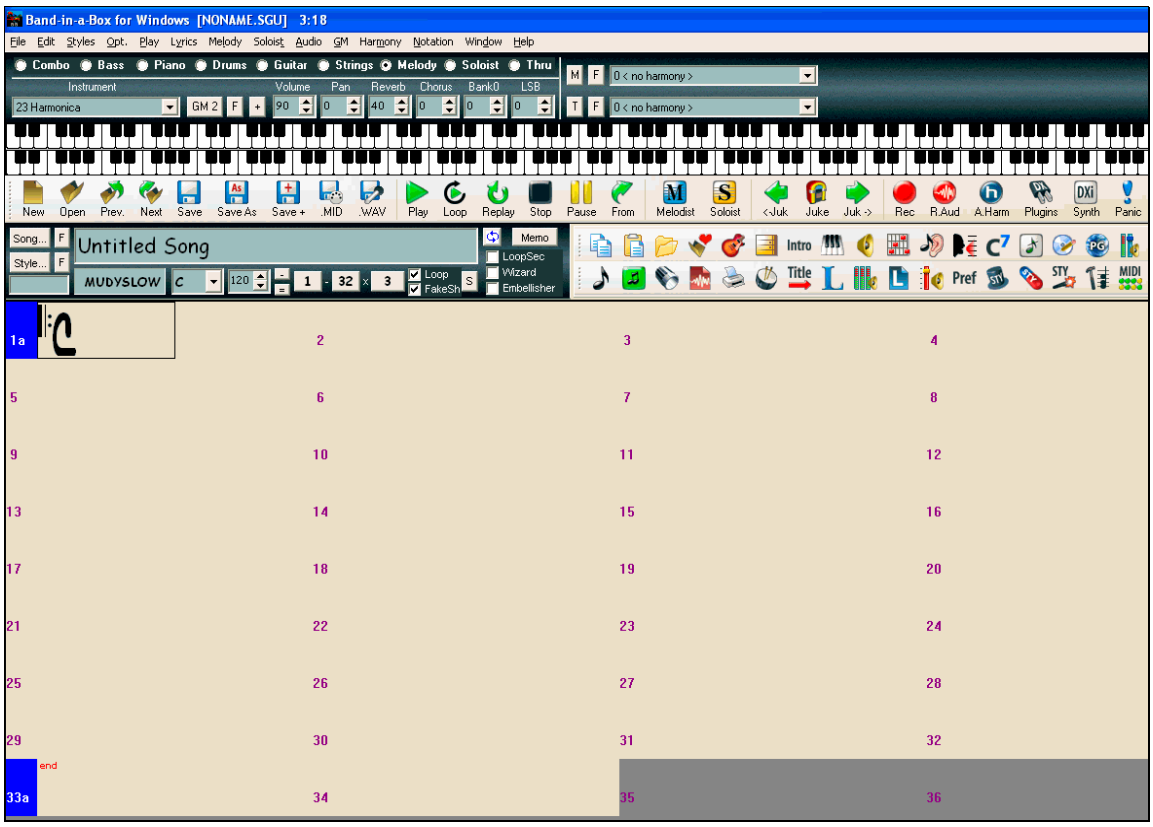
Please see the Piano Roll Window topic for more information about this feature.

This is the end of the tutorial. Thanks for taking the time to read this section. The next sections examine the new features in detail.

Chapter 4: The Main Screen

Main Screen Overview

The main screen gives direct access to the major features and program settings of Band-in-a-Box for ease and convenience during a session. There are five different areas on the main screen.



The main screen of Band-in-a-Box with a new, blank song.

1. The **Status Bar** is used to show program running status messages and path names of the currently loaded song.
2. The **Synth Window** is the area between the Menu Bar and the Piano Keyboard where Instruments patches are set and levels are adjusted. It also includes buttons for adding harmonies to the Melody, Thru, or Soloist parts.
3. The **Tool Bar** area under the Piano Keyboard has buttons for direct access to important program features and menus. Hold the mouse cursor on any button to see a pop-up hint that describes its function.
4. The **Title Window** shares the Tool Bar area. In addition to the song title, it includes all the other settings for the song such as its Key Signature, Tempo, and Chorus settings. To the right of the Title Window are two floating, dockable toolbars that can be configured by the user.
5. The **Chordsheet Area** occupies the lower part of the screen. Chord changes for the song are typed into the numbered bars (cells) in the sheet. “a” and “b” part markers are entered here to switch between the “a” and “b” Band-in-a-Box substyles. Repeats and endings are also shown.

Personalizing the Main Screen

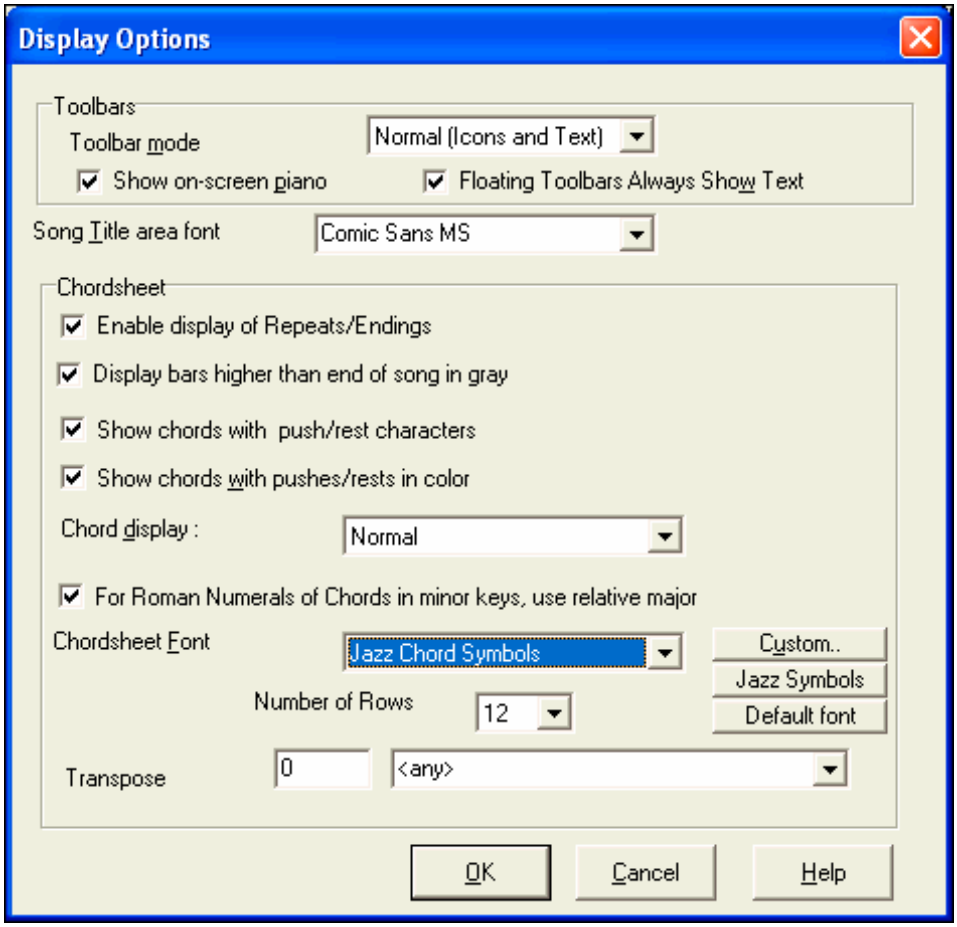
Band-in-a-Box gives you many options to personalize the main screen.

Screen Layout

The Chordsheet area (or Notation Screen) can be placed at the top of the screen if desired by selecting the **"***Put Notation/Chords on Top***"** from the *Window* menu or by pressing **Ctrl+T**. (This is reversed by selecting the same option.)

Display Options

Go to *Opt.* | *Preferences* or click on the [Pref] button to open the **Preferences** dialog. Then click on the [Display] button to open the **Display Options** dialog where you can select a toolbar mode, show or hide the on-screen piano, pick a song title font and set options for the chordsheet display including the number of rows to display for the main chordsheet, the font to use, and the font size too. This allows you to read the chordsheet window from "across the room."



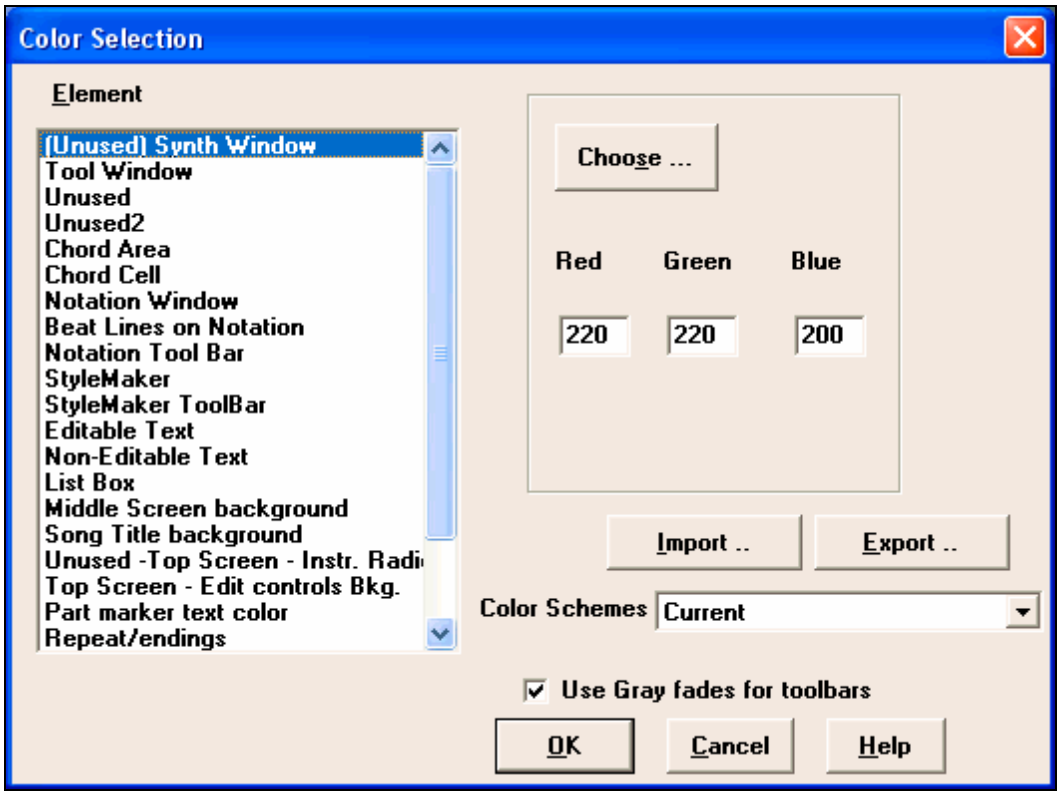
If you choose a Custom font, you can choose the size as well. Choose a preset font, and the size will be set automatically to fit into the height of the row. Choose Jazz Symbols to see shorthand Jazz chord symbols in the chordsheet and notation. To revert to the "old look" that used a small System font, and lots of rows, you can choose that as the type of font "Small font (system)."

Color Schemes

You can choose from several color sets using the 256-color palette in Windows. Choose from pre-made color schemes or make your own. To change the color scheme, select *Opt.* | *Preferences* from the main screen, and then click on the [Colors] button in the **Preferences** dialog to launch the **Color Selection** dialog.

To select a pre-made color scheme, press the [Import..] button and choose from the list of schemes. Select [OK] to make the changes permanent. Use the [Export..] button to save and share your customized color schemes.

To make your own color scheme, click on the name of the element you wish to change (Chord Area, List Box, etc.), then click on the [Choose…] button to bring up the Windows **Color** palette and click on the color you desire.



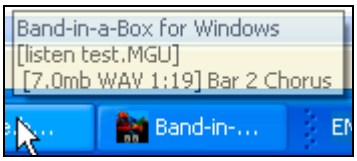
Status Bar

The name of the open song is identified in the status bar at the top of the screen. The full file name and path name are shown, as well as the length of the song in minutes and seconds and the current position of the highlight cell. Other "running status" messages such as Soloist Generation and Song Generation display in the status bar.

The status bar changes during playback to show additional information like the current bar and chorus location and the current style.

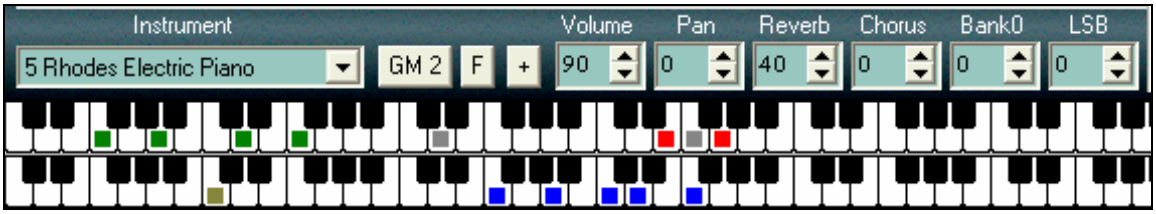
Status bar during playback.

Taskbar hint



The entire song name displays in the taskbar hint when Band-in-a-Box is minimized. This is useful to find the name of a song playing when Band-in-a-Box is playing in the background.

Synth Window / Piano Keyboard



The Piano Keyboard:
This keyboard displays the notes (in different colors) that are being played by all instruments on various parts of the piano keyboard during playback (except drums). The MIDI Thru/Soloist is also displayed on the piano keyboard.

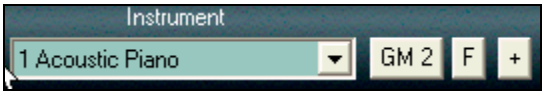
Instruments and Parts:

Part Settings: The Bass/Drum/Piano/Guitar/Strings/Melody/Soloist and Thru buttons refer to instrument **parts.**

To change a setting for one of the parts you need to do the following:

- Select the part by mouse clicking on the part name, or on the button immediately to the left of the part name.
- Change the desired parameter to affect the new setting.

Instruments - Choosing



The instrument panel allows you to change the instrument for any part:

- Clicking on the drop-down arrow produces an instrument list that you can choose from by highlighting and clicking on the desired instrument name.
- Clicking the [F] button produces a representative list of predefined favorite instruments that you can choose from.

The [GM2] button lets you select patches from a list of both General MIDI and General MIDI 2 patches if your system supports GM2.

Clicking on the [+] button produces a comprehensive list of ALL the patches available for your synthesizer, including ones on higher banks (if applicable). This list displays your patch names by name, where the patch is located (patch #, bank) and lets you pick them from an easily customizable list.

Harmony
The Harmony area displays the current Melody and Thru Harmony. At the top right, you'll see the harmony boxes for the Melody and the Thru/Soloist.

The [M] button is for Melody harmony - pressing the [M] button produces a list of harmonies you can choose from.
Here it's set to SuperSax for a Big Band saxophone section harmony.

Pressing the [F] button produces a list of your favorites; the 50 most recently loaded harmonies.

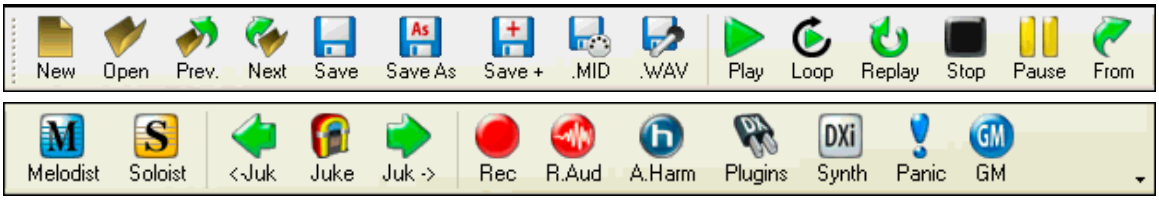
The keystrokes **Shift+F10** allow or disable the Melody harmony.

> **Tip:** You can also search for a harmony by a keyword (i.e. typing in the first few letters of a harmony name) in either the Harmonies or Favorite Harmonies dialog.

The [T] button is for Thru/Soloist harmony. Either your live part or the Soloist will be harmonized in real time - in this case using George Shearing Quintet type harmony (piano, vibes and guitar). Pressing the [f] button produces a list of your favorites; the 50 most recently loaded harmonies. Pressing the **Shift+F11** keys toggles the Thru harmony on and off.

Toolbars

The main toolbar extends the full width of the screen. (It is divided in two here.)



The [New] button clears the Chordsheet to start a new song. Band-in-a-Box reminds you to save your work before it erases the chords.

The [Open] button is used to open (load) songs into the program from a standard Windows Open File dialog.

Use the [Prev.] button to immediately open the previous song in the same folder (in alphabetical order) without going through the usual file opening process.

Use the [Next] button to instantly open the next song in the same folder (in alphabetical order) without going through the usual file opening process.

The [Save] button saves the song to disk with the standard Windows Save As dialog.

This saves the song, allowing you to choose or confirm the name and location for the file save.

The [.MID] button allows you to make a Standard MIDI File and save it to disk as a file with extension .MID or to the Windows Clipboard with type "Standard MIDI File." Type 0 and Type 1 MIDI files are supported, or you can also choose to save the song as a Karaoke file with the .KAR extension.

This is the "Render to WAV file" button, which will convert (render) your MIDI arrangement to an audio wave file.

Transport Controls

These buttons are like the transport controls on a CD player or a media player.

[Play] button generates a new arrangement and plays the song.

[Loop] plays the selected (highlighted) section of the chordsheet in a loop.

[Replay] plays the song from the beginning without creating a new arrangement.

[Stop] button stops the song or the Jukebox from playing.

[Pause] button pauses the song during playback.

[From] button is used to play a song starting anywhere in the song, including tags or endings.

The [Melodist] button opens the **Generate Chords and/or Melody** dialog, where you can choose the Melodist you wish to have generate chord changes and melody.

The [Soloist] button opens the **Select Soloist Dialog**, where you can choose the Soloist you wish to have play over any given chord changes.

The [Juke] button is used to start or stop the Jukebox. The [<] and [>] arrow keys are to move to the next or previous song in the Jukebox.

The [Rec.] button is to record a song from the beginning. The music that you play in to the computer will then be stored on the Melody track. The "R" key is the keyboard equivalent.

The [R. Aud] button launches the Record Audio dialog for live audio recording.

You can make yourself sound like a 5 piece vocal group! Record a vocal part, and add a 4 part audio harmony. Press the audio harmony button on screen to do this.

Band-in-a-Box supports DirectX Audio plug-ins – you can apply them directly to the digital audio track. Use the cool PG Music plug-ins provided, or any other DirectX plug-ins that you have.

This allows you to select and configure DXi (DirectX instruments) software synthesizers. The "Use DXi Synth" checkbox must be selected in the MIDI Driver Setup dialog.

Sends out an "all notes off" message to your synthesizer, so it can function as a "panic" button to stop a hung or stuck note .

This button resets General MIDI devices by sending a GM mode On message and then setting up the Band-in-a-Box patches.

Floating Toolbars

These are Copy and Paste buttons for chords or notes. They *copy to* the Windows clipboard, and *paste from* the clipboard.

The Folder button allows you to change song and style folders or directories from within the program.

Use the Favorite Folders button to select a folder from previously used folders. **Shift**-click on this button to choose any folder.

The guitar button launches a guitar fretboard window that displays guitar notes as music is playing.

This button allows you to enter repeats, 1st and 2nd endings, DS al coda, DC al coda and more. The Auto-Find feature enters them automatically.

The [Intro] allows you to generate and insert an intro into a song with a "press of the button."

The Big Piano button launches a Big Piano window. It will display the notes to any track (except drums) as the music is playing.

This launches the Windows Mixer applet. Use the Windows Mixer to make global settings to your sound card's input and output options.

Press the Guitar Chord button to launch the "Generate Guitar Chord Solo" dialog.

The Ear Training button opens the Ear Training Window that plays chord types and intervals for you to improve your playing-by-ear.

The Vocal Wizard selects and transposes the song to the best key for a singer's vocal range.

This button launches the Chord Options dialog box, which allows you to add chord pushes, rests, shots, and held chords for any given bar.

The grace note button opens the Melody Embellisher dialog for customizing the Melody Embellisher.

You can convert your composition to an audio CD. Press the CD button to burn a CD with the built-in CD burner program.

This button connects to the www.pgmusic.com web site.

If you have a Sound Blaster card, this button runs the Creative Mixer.

This button opens the Notation window, where you can enter chords and lyrics, edit notation, and view MIDI notation in "note roll" style.

The Lead Sheet notation is a full-screen notation window with optional Fake Sheet mode that shows 1st and 2nd endings, repeats, and codas.

Launches the Piano Roll window for editing the Melody or Soloist tracks in a piano roll format, including graphic controller editing.

The Audio Edit window displays a graphical waveform and allows editing. Hold **Shift** when pressing to open a moveable window.

Use the Print button to launch the Print Options dialog, which allows you to print Lead Sheet or Fake Sheet style notation.

The Drum button launches an animated Drum Kit window. Press it to launch this fully functional (and fun) GM-MIDI "virtual" drum kit.

The Song Title button generates a song title for the current song. Each time it is pressed a new title is generated.

This button opens the Big Lyrics window for full screen "Karaoke-style" scrolling lyrics.

The Audio VU meters display the input volume for audio recording and the output volume for audio playback.

There's a Lyric Document window so you can easily copy and paste lyrics to and from your favorite word processor.

This button opens the Windows Recording mixer where you set your recording inputs. Select Microphone or Line-in to record audio.

The [Pref] button will bring up a dialog box where you can set various settings all at once and access most of the program options.

The StyleMaker button opens the current style in the StyleMaker, allowing you to edit the style by editing the patterns.

This button opens the "Hybrid Styles" feature that allows you to create a new style by using instrument parts from up to five different styles.

This opens the Style Creation Wizard dialog, where Band-in-a-Box will automatically convert a MIDI file into a Band-in-a-Box style.

This is the Chord Builder button. Chords may be heard and entered to the chordsheet by clicking in this dialog.

The MIDI Monitor button launches a MIDI Monitor that displays the MIDI Data flowing in and out of your computer/synth.

The tuner button opens the Guitar Tuner so you can tune a guitar or other instrument that is plugged into the sound card.

The SB button opens the Sound Blaster control panel, but only if you use a Sound Blaster card. Sound fonts are loaded in the control panel.

This button toggles the chord display among standard (**CMaj7**), Roman Numeral (**I**$^{\mathbf{maj7}}$), Nashville (**1**$^{\mathbf{Maj7}}$), and Solfeggio (**Do**$^{\mathbf{Maj7}}$).

This runs the stand-alone Title Generator program, which will generate and print 50 new song titles at a time.

Title Window

The Title window shows the basic information about the current song at a glance - its title, style, key, tempo, and the length and number of choruses. It also gives quick access to the Song List, the StylePicker, Memos, and Song Settings.

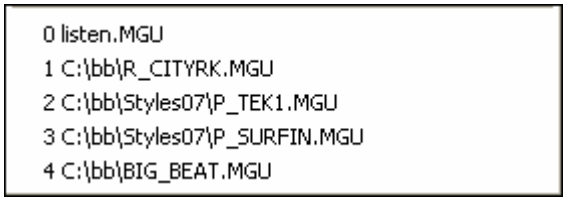
The [Song] button launches the **Load Song by Full Titles** dialog box.

The [F] favorites button opens a list of the last 150 songs played.

The [Style] button launches the **StylePicker** window. This window offers detailed information about each style.

The [F] favorites button opens a list of the last 150 styles chosen.

The names of the last five songs are listed at the bottom of the File menu, and are numbered from 0 to 4.



The **Song Title** window allows you to enter the name of a song.

Click in the box with your mouse to start an insertion cursor and type in the name of your song. The title is automatically included when the song is printed.

Style Display Window

This window displays the current style in use.

Key Signature

The key signature of the song is displayed on the main screen under the title. To change the key, click on the key signature to choose a new key from the dropdown list box. Band-in-a-Box will offer to transpose the chordsheet to the new key signature.

Tempo Control

The current tempo displays in the Title window, with controls for easy tempo settings and adjustments.

Click the mouse on the spin control arrows to raise or lower the tempo in by 5 bpm (beats per minute) at a time. Use a right mouse click on the tempo arrows to change the tempo by 1 bpm at a time.

Tap the [=] key on the number row of your computer keyboard for 4 beats to set the tempo and start the playback immediately at that tempo. (Or click the [=] button on the screen with your mouse pointer.)

Tap the [-] key on the number row of your computer keyboard (see illustration above) for 4 beats to set the tempo. Or click the [-] button on the screen with your mouse pointer.

Chorus Control

The Chorus Control buttons are used to set the overall format of your song.

Chorus Begin button: Click on the Chorus Begin Button to select the first bar of the chorus. The Bar number that you select is displayed.

Chorus End button: Click on the Chorus End Button to select the last bar of the chorus**.** The Bar number that you select is displayed.

The **number of choruses** possible for a tune is 40. Click on the chorus button and choose how many choruses you require.

As the song is playing the **current chorus** is displayed at in the chorus button. 2/3 shows that the second of three choruses is playing.

If you change the number of choruses, Band-in-a-Box will offer to fill up or remove choruses of the Melody track to match the new number of choruses.

Title window checkboxes

When the loop checkbox in the Title window is checked, the song plays endlessly until stopped by the [Esc] key, the space bar, or the [Stop] button. At the end of the song, it plays again from the start.

Enables fake sheet mode for the chordsheet with 1st and 2nd endings and repeats. Right click to auto-detect repeats.

The Wizard is an intelligent play along feature that uses your QWERTY keyboard as a substitute for an external MIDI piano-style keyboard. Toggle this checkbox "on" to play along with Band-in-a-Box.

During playback, the Melody Embellisher changes timing of notes, durations, velocities, legato, as well as adding grace notes, additional notes, and "turns." It is turned on and off by the Embellisher checkbox on the main screen. Embellisher settings are accessed from the menu item *Melody | Embellisher* or the Embellisher button on the toolbar.

Press the [S] button, or choose *Edit | Settings (for This Song)…* to select additional settings for the current song.

The [Memo] button allows you to put in a memo to a song. You can type in a memo or you can paste text from the Windows clipboard.

Loop Section Settings

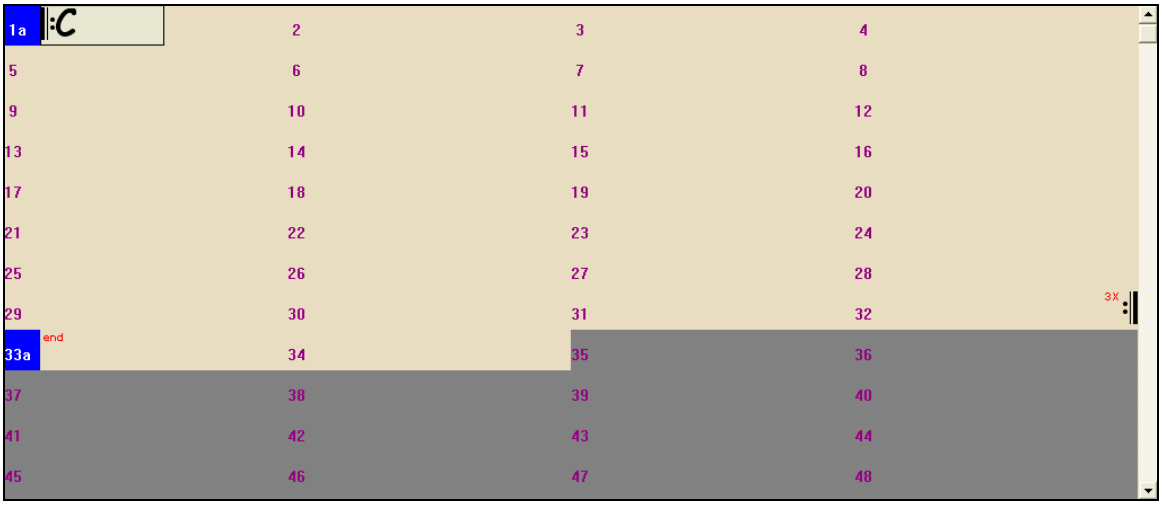
The loop button launches the Loop Section Settings dialog, allowing you to set a range of bars to loop in Band-in-a-Box.

The LoopSec/LoopScn checkbox turns the Loop Section on/off. When it shows LoopSec a selected range of bars repeats in an endless loop. LoopScn indicates a screen of notation is looping.

Chordsheet Area

Chords, rests, shots, holds, and part markers are entered in the Chordsheet.

The chordsheet can be viewed in the full linear view showing all bars, or optionally in fake sheet view that shows 1st and 2nd endings and repeat signs. Another option shows bars past the end of the song in gray.



Chord Entry

The basic way of entering a song into Band-in-a-Box is to type in the chords to the song on the chordsheet (worksheet). The arrow keys move the active (highlighted) cell around in the chordsheet. The **Enter** key advances to the next ½ bar. Chords can be entered from the QWERTY keyboard or an external MIDI keyboard (see *Window | MIDI Chord Detection…).*

Chords are typed in using any of the supported chord symbol displays:

1. Standard chord symbols (e.g., C or Fm7 or Bb7 or Bb13#9/E).
2. Roman numerals (**I**$^{\mathbf{maj7}}$).
3. Nashville Notation (**1**$^{\mathbf{Maj7}}$).
4. Solfeggio (**Do**$^{\mathbf{Maj7}}$).

Notes: It is not necessary to type upper or lower case. The program will sort this out for you. Any chord may be entered with an alternate root ("Slash Chord") e.g.: C7/E = C7 with E bass. Separate chords with commas to enter 2 chords in a 2 beat cell, e.g., Dm, G7

Shortcut Chords:

If you enter a lot of songs, you'll appreciate these shortcut keys.

- J = Maj7
- H = m7b5 (H stands for Half diminished)
- D = dim
- S = Sus

Example: To type CMaj7, just type CJ (it will be entered as CMaj7)

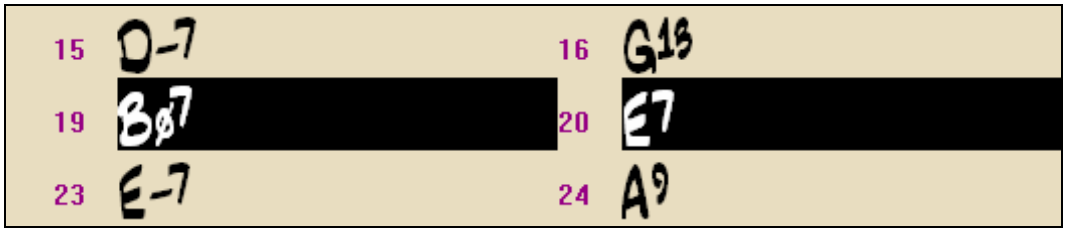
Add your own chord shortcuts.

You can make your own shortcuts text file and name it \bb\shortcut.txt. This allows *you* to add new chord shortcuts. (Note that this file doesn't ship with Band-in-a-Box or it would overwrite your file.)

If you find a chord that Band-in-a-Box won't accept like Csus2 (it expects C2), you can enter this on a single line (without the quotes) "Csus2@C2." Then Band-in-a-Box will enter the chord C2 if you type in Csus 2.

Play Selected Area as a Loop

To use this function, select a region on the Chordsheet



.

Click on the[Loop] button, **Shift-click** on the [Play] button, or press F10 (Play Selected Area as Loop) and the program will play a selected region, and loop the selection. For example, you can select bars 19 and 20, and then press F10, and bars 19 and 20 will play looped.

Chapter 5: Guided Tour of Band-in-a-Box

With Band-in-a-Box you can arrange, record, save, and print your own song ideas. Just type in the chords to any song; choose a style and press [Play] to hear the "band" play a full arrangement. Then record a Melody - either MIDI or live audio – or have Band-in-a-Box write an original Melody for you. Add Melody embellishments and harmony, an automatically improvised Soloist, an Intro, and print out a multi-part Lead Sheet or a Fake Sheet with repeats and endings in a "handwritten" Jazz font. Edit the notes for the Melody or Soloist track in the Piano Roll window, with precision graphic editing of controllers. Use the Melody Pitch Tracking feature to "tweak" the pitch of your Band-in-a-Box audio track, and then add amazing "stylized" 4-part audio harmonies.

Loading and Playing Songs

Open any song file with the familiar dialog box, just like any other file on your disk.

Start song playback.

The [Loop] button plays the highlighted section of the chordsheet or notation in an endless loop. Click and drag the mouse to highlight a section of bars to loop.

Replays the song without regenerating the tracks, so the current arrangement is preserved. (Save the song to a MIDI file to permanently save the arrangement.)

Stop song playback.

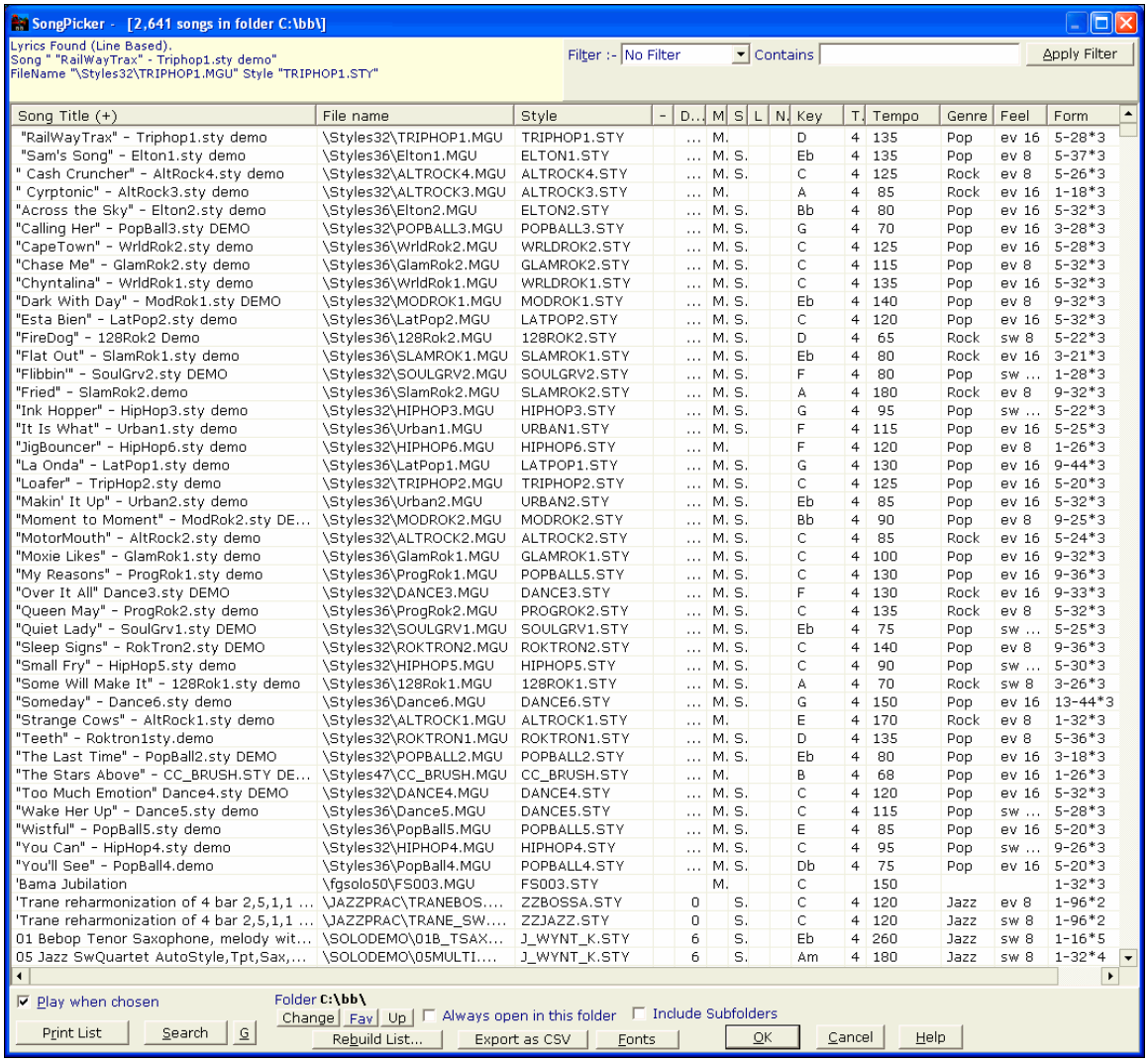
Pause playback with the [Pause] button; resume by pressing it again.

Jump to any bar in the song. Press the [From] button to choose which chorus and bar number to jump to.

The [Song] button opens the SongPicker window, a resizable window that lists all of the songs in the current directory and, optionally, its subdirectories. For example, if you get a song list of c:\bb, it can include songs in subfolders like c:\bb\styles34. You can lock the SongPicker to always open in the same folder and use the same list to keep track of all songs on your disk.

The first time that you select the [Song] button Band-in-a-Box automatically writes the song list. The current folder name is displayed in the title bar, with the total # of songs displayed.

From then on, the SongPicker opens when the button is pressed and songs can be selected by title from the alphabetical list. Songs can be sorted by any of the column headings, like Song Title, File Name, Style, Tempo, etc. Check "Play when chosen" to automatically play the selected song.


SongPicker - [2,641 songs in folder C:\bb\]
Lyrics Found (Line Based).
Song " "RailWayTrax" - Triphop1.sty demo"
FileName "\Styles32\TRIPHOP1.MGU" Style "TRIPHOP1.STY"
Filter :- No Filter
Contains
Apply Filter
Song Title (+) | File name | Style | - | D... | M | S | L | N. | Key | T. | Tempo | Genre | Feel | Form
"RailWayTrax" - Triphop1.sty demo | \Styles32\TRIPHOP1.MGU | TRIPHOP1.STY | ... | M. | D | 4 | 135 | Pop | ev 16 | 5-28*3
"Sam's Song" - Elton1.sty demo | \Styles36\Elton1.MGU | ELTON1.STY | ... | M. S. | Eb | 4 | 135 | Pop | ev 8 | 5-37*3
" Cash Cruncher" - AltRock4.sty demo | \Styles32\ALTROCK4.MGU | ALTROCK4.STY | ... | M. S. | C | 4 | 125 | Rock | ev 8 | 5-26*3
" Cyrptonic" - AltRock3.sty demo | \Styles32\ALTROCK3.MGU | ALTROCK3.STY | ... | M. | A | 4 | 85 | Rock | ev 16 | 1-18*3
"Across the Sky" - Elton2.sty demo | \Styles36\Elton2.MGU | ELTON2.STY | ... | M. S. | Bb | 4 | 80 | Pop | ev 16 | 5-32*3
"Calling Her" - PopBall3.sty DEMO | \Styles32\POPBALL3.MGU | POPBALL3.STY | ... | M. S. | G | 4 | 70 | Pop | ev 16 | 3-28*3
"CapeTown" - WrldRok2.sty demo | \Styles36\WrldRok2.MGU | WRLDROK2.STY | ... | M. S. | C | 4 | 125 | Pop | ev 16 | 5-28*3
"Chase Me" - GlamRok2.sty demo | \Styles36\GlamRok2.MGU | GLAMROK2.STY | ... | M. S. | C | 4 | 115 | Pop | ev 8 | 5-32*3
"Chyntalina" - WrldRok1.sty demo | \Styles36\WrldRok1.MGU | WRLDROK1.STY | ... | M. S. | C | 4 | 135 | Pop | ev 16 | 5-32*3
"Dark With Day" - ModRok1.sty DEMO | \Styles32\MODROK1.MGU | MODROK1.STY | ... | M. S. | Eb | 4 | 140 | Pop | ev 8 | 9-32*3
"Esta Bien" - LatPop2.sty demo | \Styles36\LatPop2.MGU | LATPOP2.STY | ... | M. S. | C | 4 | 120 | Pop | ev 16 | 5-32*3
"FireDog" - 128Rok2 Demo | \Styles36\128Rok2.MGU | 128ROK2.STY | ... | M. S. | D | 4 | 65 | Rock | sw 8 | 5-22*3
"Flat Out" - SlamRok1.sty demo | \Styles36\SLAMROK1.MGU | SLAMROK1.STY | ... | M. S. | Eb | 4 | 80 | Rock | ev 16 | 3-21*3
"Flibbin'" - SoulGrv2.sty DEMO | \Styles32\SOULGRV2.MGU | SOULGRV2.STY | ... | M. S. | F | 4 | 80 | Pop | sw ... | 1-28*3
"Fried" - SlamRok2.demo | \Styles36\SlamRok2.MGU | SLAMROK2.STY | ... | M. S. | A | 4 | 180 | Rock | ev 8 | 9-32*3
"Ink Hopper" - HipHop3.sty demo | \Styles32\HIPHOP3.MGU | HIPHOP3.STY | ... | M. S. | G | 4 | 95 | Pop | sw ... | 5-22*3
"It Is What" - Urban1.sty demo | \Styles36\Urban1.MGU | URBAN1.STY | ... | M. S. | F | 4 | 115 | Pop | ev 16 | 5-25*3
"JigBouncer" - HipHop6.sty demo | \Styles32\HIPHOP6.MGU | HIPHOP6.STY | ... | M. | F | 4 | 120 | Pop | ev 8 | 1-26*3
"La Onda" - LatPop1.sty demo | \Styles36\LatPop1.MGU | LATPOP1.STY | ... | M. S. | G | 4 | 130 | Pop | ev 16 | 9-44*3
"Loafer" - TripHop2.sty demo | \Styles32\TRIPHOP2.MGU | TRIPHOP2.STY | ... | M. S. | C | 4 | 125 | Pop | ev 16 | 5-20*3
"Makin' It Up" - Urban2.sty demo | \Styles36\Urban2.MGU | URBAN2.STY | ... | M. S. | Eb | 4 | 85 | Pop | ev 16 | 5-32*3
"Moment to Moment" - ModRok2.sty DE... | \Styles32\MODROK2.MGU | MODROK2.STY | ... | M. S. | Bb | 4 | 90 | Pop | ev 8 | 9-25*3
"MotorMouth" - AltRock2.sty demo | \Styles32\ALTROCK2.MGU | ALTROCK2.STY | ... | M. S. | C | 4 | 85 | Rock | ev 16 | 5-24*3
"Moxie Likes" - GlamRok1.sty demo | \Styles36\GlamRok1.MGU | GLAMROK1.STY | ... | M. S. | C | 4 | 100 | Pop | ev 16 | 9-32*3
"My Reasons" - ProgRok1.sty demo | \Styles36\ProgRok1.MGU | POPBALL5.STY | ... | M. S. | C | 4 | 130 | Pop | ev 16 | 9-36*3
"Over It All" Dance3.sty DEMO | \Styles32\DANCE3.MGU | DANCE3.STY | ... | M. S. | F | 4 | 130 | Rock | ev 16 | 9-33*3
"Queen May" - ProgRok2.sty demo | \Styles36\ProgRok2.MGU | PROGROK2.STY | ... | M. S. | C | 4 | 135 | Rock | ev 8 | 5-32*3
"Quiet Lady" - SoulGrv1.sty DEMO | \Styles32\SOULGRV1.MGU | SOULGRV1.STY | ... | M. S. | Eb | 4 | 75 | Pop | sw ... | 5-25*3
"Sleep Signs" - RokTron2.sty DEMO | \Styles32\ROKTRON2.MGU | ROKTRON2.STY | ... | M. S. | C | 4 | 140 | Pop | ev 8 | 9-36*3
"Small Fry" - HipHop5.sty demo | \Styles32\HIPHOP5.MGU | HIPHOP5.STY | ... | M. S. | C | 4 | 90 | Pop | sw ... | 5-30*3
"Some Will Make It" - 128Rok1.sty demo | \Styles36\128Rok1.MGU | 128ROK1.STY | ... | M. S. | A | 4 | 70 | Rock | sw 8 | 3-26*3
"Someday" - Dance6.sty demo | \Styles36\Dance6.MGU | DANCE6.STY | ... | M. S. | G | 4 | 150 | Pop | ev 16 | 13-44*3
"Strange Cows" - AltRock1.sty demo | \Styles32\ALTROCK1.MGU | ALTROCK1.STY | ... | M. | E | 4 | 170 | Rock | ev 8 | 1-32*3
"Teeth" - Roktron1sty.demo | \Styles32\ROKTRON1.MGU | ROKTRON1.STY | ... | M. S. | D | 4 | 135 | Pop | ev 8 | 5-36*3
"The Last Time" - PopBall2.sty DEMO | \Styles32\POPBALL2.MGU | POPBALL2.STY | ... | M. S. | Eb | 4 | 80 | Pop | ev 16 | 3-18*3
"The Stars Above" - CC_BRUSH.STY DE... | \Styles47\CC_BRUSH.MGU | CC_BRUSH.STY | ... | M. | B | 4 | 68 | Pop | ev 16 | 1-26*3
"Too Much Emotion" Dance4.sty DEMO | \Styles32\DANCE4.MGU | DANCE4.STY | ... | M. S. | C | 4 | 120 | Pop | ev 16 | 5-32*3
"Wake Her Up" - Dance5.sty demo | \Styles36\Dance5.MGU | DANCE5.STY | ... | M. S. | C | 4 | 115 | Pop | sw ... | 5-28*3
"Wistful" - PopBall5.sty demo | \Styles36\PopBall5.MGU | POPBALL5.STY | ... | M. S. | E | 4 | 85 | Pop | ev 16 | 5-20*3
"You Can" - HipHop4.sty demo | \Styles32\HIPHOP4.MGU | HIPHOP4.STY | ... | M. S. | C | 4 | 95 | Pop | sw ... | 9-26*3
"You'll See" - PopBall4.demo | \Styles36\PopBall4.MGU | POPBALL4.STY | ... | M. S. | Db | 4 | 75 | Pop | ev 16 | 5-20*3
'Bama Jubilation | \fgsolo50\FS003.MGU | FS003.STY | | M. | C | | 150 | | | 1-32*3
'Trane reharmonization of 4 bar 2,5,1,1 ... | \JAZZPRAC\TRANEBOS.... | ZZBOSSA.STY | 0 | S. | C | 4 | 120 | Jazz | ev 8 | 1-96*2
'Trane reharmonization of 4 bar 2,5,1,1 ... | \JAZZPRAC\TRANE_SW.... | ZZJAZZ.STY | 0 | S. | C | 4 | 120 | Jazz | sw 8 | 1-96*2
01 Bebop Tenor Saxophone, melody wit... | \SOLODEMO\01B_TSAX... | J_WYNT_K.STY | 6 | S. | Eb | 4 | 260 | Jazz | sw 8 | 1-16*5
05 Jazz SwQuartet AutoStyle,Tpt,Sax,... | \SOLODEMO\05MULTI.... | J_WYNT_K.STY | 6 | S. | Am | 4 | 180 | Jazz | sw 8 | 1-32*4
Play when chosen
Folder C:\bb\
Change
Fav
Up
Always open in this folder
Include Subfolders
Print List
Search
G
Rebuild List...
Export as CSV
Fonts
OK
Cancel
Help

Band-in-a-Box SongPicker window.

The folder settings are at the bottom of the SongPicker.

The Current Folder name is displayed.

The folder can be changed, either by:

1. Going "up" a folder (e.g. from c:\bb\styles to c:\bb).
2. Choosing a folder from recently used favorites folder.
3. Selecting the new folder.

When the new folder is chosen, the song list for that folder will be displayed. The song list may need to be rebuilt; the program will do that automatically.

If the "Always open in this folder" item is selected, the song picker will always open up in the specified folder. So if you put all of your songs in c:\songs, you can make the SongPicker always open to the c:\songs folder!

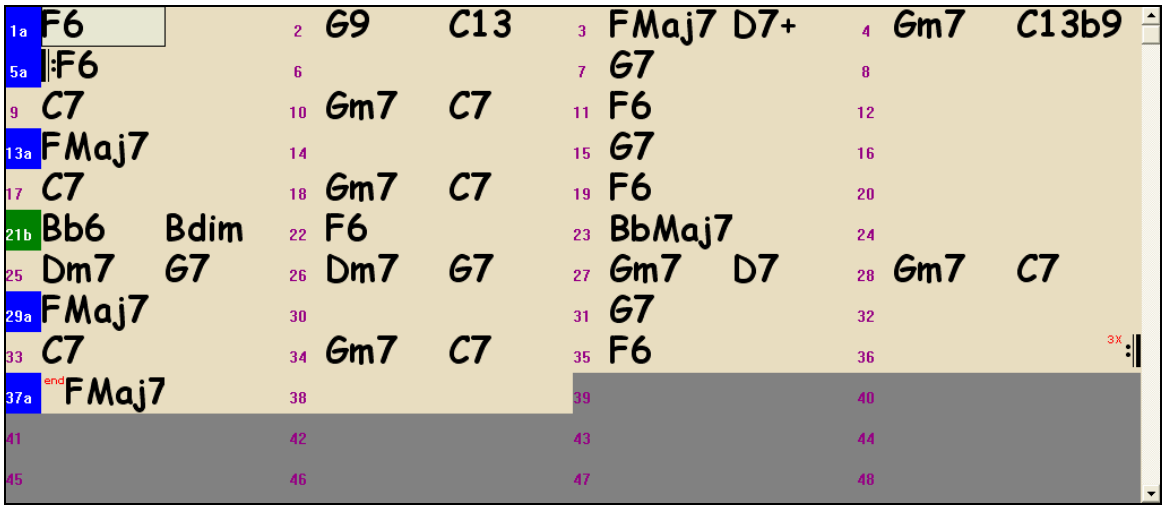
If "Include Subfolders" is selected, the SongPicker list will contain songs from the folder and any subfolders. So if

you have subfolders to c:\songs like c:\songs\country and c:\songs\jazz, you can see/search all of these songs in the same SongPicker dialog.

> **Tip:** If you choose c:\ as your folder, the SongPicker would find every Band-in-a-Box file on your hard drive and display it in the SongPicker. You might instead find it easier to put all of your songs within a folder like c:\songs, and have various subfolders to that. And then set the SongPicker to always open up in the c:\songs folder. Then you'll have access to all of your songs easily.

Use the Favorites folder button to jump to other folders easily.

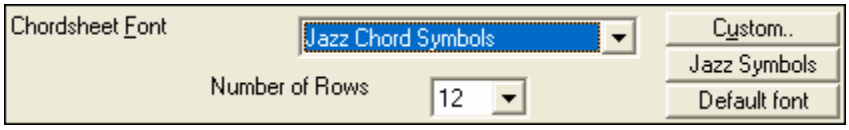
Once you've loaded a song you'll see the chords on-screen in the chordsheet so you can follow the chord changes and play along with the band.



Chordsheet Options

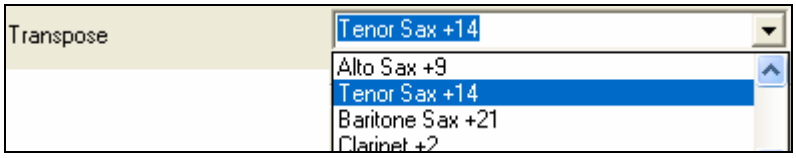
You can set up the chordsheet with your own preferences. Go to *Opt.* | *Preferences* or choose the [Pref] toolbar button to open the **Preferences**, and click on the [Display] button to open the **Display Options**.

In the **Chordsheet** area you can pick a chordsheet font and the number of rows to display, as well as other options for the chordsheet display.



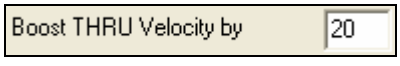
Transpose Chordsheet option

The "Transpose" option is also found in the **Display Options** dialog. It is useful for non-concert pitch instruments like Tenor Saxophone. This option is also available on the Notation window.



Play along with your MIDI Controller Keyboard

If you have an external MIDI keyboard controller connected to your computer system, you can use the MIDI THRU features to play along with the program, including the Harmony feature.

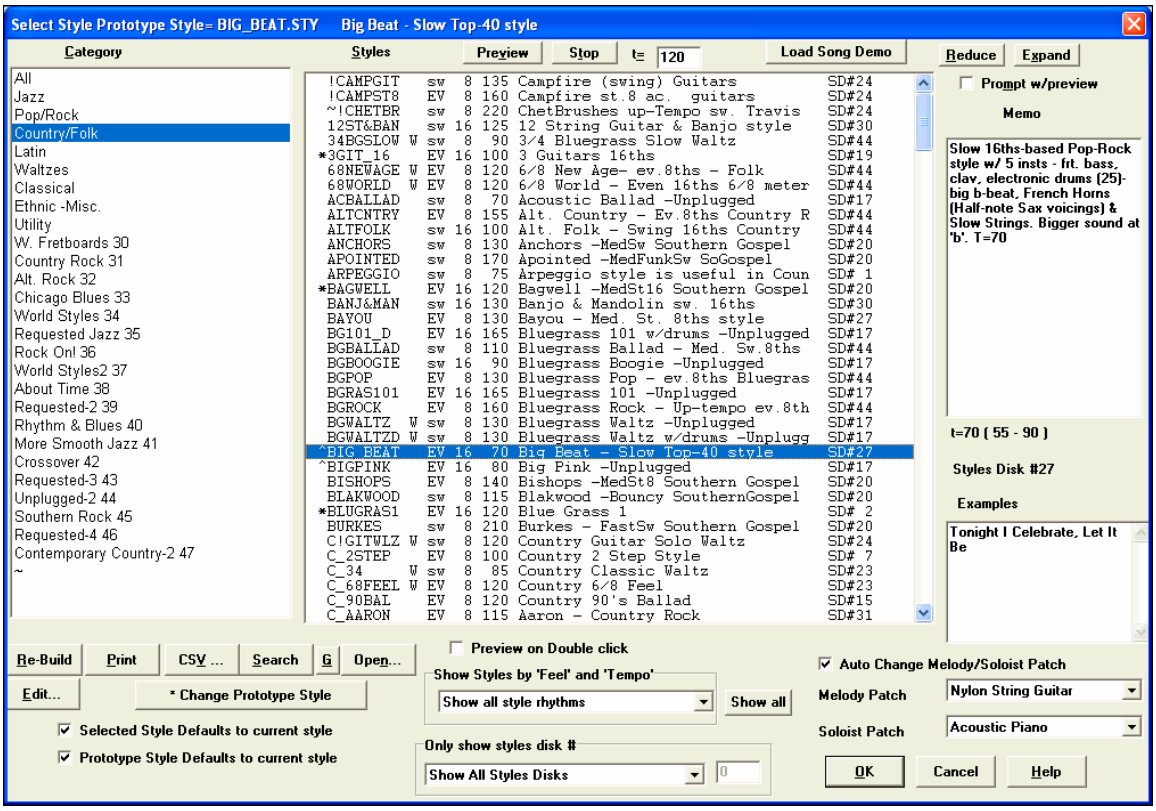


When playing along on a keyboard to the Band-in-a-Box "band," if the sound of your keyboard is too quiet and increasing the THRU Volume doesn't help enough, use this option to boost the THRU velocity and make your THRU playing louder. (For example, non-velocity sensitive keyboards are usually set to output a quiet velocity of 64). To set this "THRU velocity boost," open the **MIDI Settings** dialog (*Opt.* | *Preferences* | *Channels*). Click on the [Options] button and set "Boost THRU Velocity by" to a value in the range of –127 to +127 in the **MIDI Options** dialog. (Default is 0.)

T **Harmonize your play along part** by pressing the [T] button in the Synth window to choose a harmony, just as you would for the Melody.

Change the Style

Style... **Try different styles** by clicking on the [Style] button to choose from a list of the styles available in the **StylePicker** window. Styles that have the same feel (triplets, eighths, sixteenths) and a similar tempo range to the current prototype will be indicated with an (*) asterisk. Styles with (^) caret have a similar feel but a different tempo range.

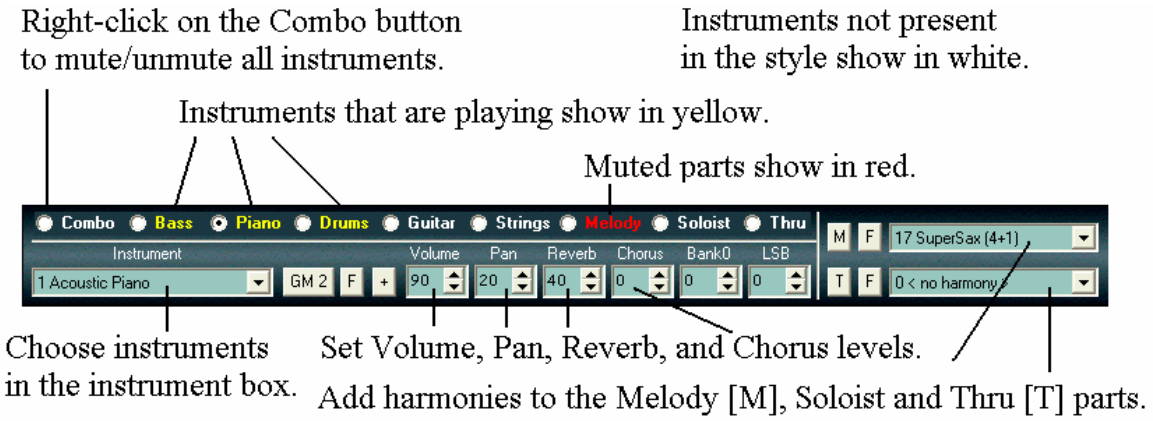

Select Style Prototype Style= BIG_BEAT.STY Big Beat - Slow Top-40 style
Category
Styles
Preview
Stop
t= 120
Load Song Demo
Reduce
Expand
Prompt w/preview
Memo
All
Jazz
Pop/Rock
Country/Folk
Latin
Waltzes
Classical
Ethnic -Misc.
Utility
W. Fretboards 30
Country Rock 31
Alt. Rock 32
Chicago Blues 33
World Styles 34
Requested Jazz 35
Rock On! 36
World Styles2 37
About Time 38
Requested-2 39
Rhythm & Blues 40
More Smooth Jazz 41
Crossover 42
Requested-3 43
Unplugged-2 44
Southern Rock 45
Requested-4 46
Contemporary Country-2 47
~
!CAMPGIT sw 8 135 Campfire (swing) Guitars SD#24
!CAMPST8 EV 8 160 Campfire st.8 ac. guitars SD#24
~!CHETBR sw 8 220 ChetBrushes up-Tempo sw. Travis SD#24
12ST&BAN sw 16 125 12 String Guitar & Banjo style SD#30
34BGSLOW W sw 8 90 3/4 Bluegrass Slow Waltz SD#44
*3GIT_16 EV 16 100 3 Guitars 16ths SD#19
68NEWAGE W EV 8 120 6/8 New Age- ev.8ths - Folk SD#44
68WORLD W EV 8 120 6/8 World - Even 16ths 6/8 meter SD#44
ACBALLAD sw 8 70 Acoustic Ballad -Unplugged SD#17
ALTCNTRY EV 8 155 Alt. Country - Ev.8ths Country R SD#44
ALTFOLK sw 16 100 Alt. Folk - Swing 16ths Country SD#44
ANCHORS sw 8 130 Anchors -MedSw Southern Gospel SD#20
APOINTED sw 8 170 Apointed -MedFunkSw SoGospel SD#20
ARPEGGIO sw 8 75 Arpeggio style is useful in Coun SD# 1
*BAGWELL EV 16 120 Bagwell -MedSt16 Southern Gospel SD#20
BANJ&MAN sw 16 130 Banjo & Mandolin sw. 16ths SD#30
BAYOU EV 8 130 Bayou - Med. St. 8ths style SD#27
BG101_D EV 16 165 Bluegrass 101 w/drums -Unplugged SD#17
BGBALLAD sw 8 110 Bluegrass Ballad - Med. Sw.8ths SD#44
BGBOOGIE sw 16 90 Bluegrass Boogie -Unplugged SD#17
BGPOP EV 8 130 Bluegrass Pop - ev.8ths Bluegras SD#44
BGRAS101 EV 16 165 Bluegrass 101 -Unplugged SD#17
BGROCK EV 8 160 Bluegrass Rock - Up-tempo ev.8th SD#44
BGWALTZ W sw 8 130 Bluegrass Waltz -Unplugged SD#17
BGWALTZD W sw 8 130 Bluegrass Waltz w/drums -Unplugg SD#17
^BIG_BEAT EV 16 70 Big Beat - Slow Top-40 style SD#27
^BIGPINK EV 16 80 Big Pink -Unplugged SD#17
BISHOPS EV 8 140 Bishops -MedSt8 Southern Gospel SD#20
BLAKWOOD sw 8 115 Blakwood -Bouncy SouthernGospel SD#20
*BLUGRAS1 EV 16 120 Blue Grass 1 SD# 2
BURKES sw 8 210 Burkes - FastSw Southern Gospel SD#20
C!GITWLZ W sw 8 120 Country Guitar Solo Waltz SD#24
C_2STEP EV 8 100 Country 2 Step Style SD# 7
C_34 W sw 8 85 Country Classic Waltz SD#23
C_68FEEL W EV 8 120 Country 6/8 Feel SD#23
C_90BAL EV 8 120 Country 90's Ballad SD#15
C_AARON EV 8 115 Aaron - Country Rock SD#31
Memo
Slow 16ths-based Pop-Rock style w/ 5 insts - frt. bass, clav, electronic drums (25)- big b-beat, French Horns (Half-note Sax voicings) & Slow Strings. Bigger sound at 'b'. T=70
t=70 (55 - 90)
Styles Disk #27
Examples
Tonight I Celebrate, Let It Be
Re-Build
Print
CSV ...
Search
G
Open...
Edit...
* Change Prototype Style
Selected Style Defaults to current style
Prototype Style Defaults to current style
Preview on Double click
Show Styles by 'Feel' and 'Tempo'
Show all style rhythms
Show all
Only show styles disk #
Show All Styles Disks
0
Auto Change Melody/Soloist Patch
Melody Patch
Nylon String Guitar
Soloist Patch
Acoustic Piano
OK
Cancel
Help

Band-in-a-Box StylePicker window.

You can also change the style at any bar in the song, so you could use a few similar styles to add variety while keeping the same feel.

Change the Sound

You'll find the **Synth window** at the top of the screen. Select an instrument part by clicking its name. The **black dot** beside the name indicates the selected part. Any changes to the Instrument, Volume, Reverb, Chorus, Bank, etc. will apply to that part. Change the instrument patch by scrolling through the 128 General MIDI instrument names in the Instrument box, even while the song is playing.



The Band-in-a-Box Synth window controls instrument settings.

Solo an Instrument Part

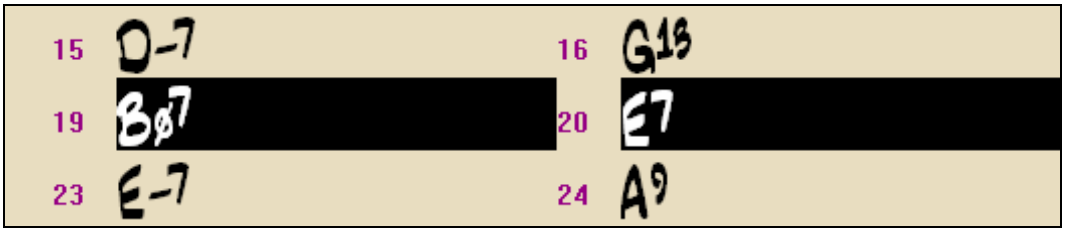
While listening to Band-in-a-Box, you can easily solo (isolate) a certain part by holding the Control key and mouse clicking (left or right) on the instrument at the top of the screen. For example, if you want to hear only the Piano part, Control-Click on the Piano part. If you want to use hot keys for this, you can press **Alt+2** (Mute-All) and then **Alt+4** (Unmute Piano).

Mute All Parts

To mute/unmute all parts as the song is playing, simply press **Alt+2** or right-click on the "Combo" radio buttons at the top of the screen.

Play Selected Area as a Loop

To use this function select a region on the Chordsheet.



Click on the[Loop] button, **Shift-click** on the [Play] button, or press F10 (Play Selected Area as Loop) and the program will play a selected region, and loop the selection. For example, you can select bars 19 and 20, and then press F10, and bars 19 and 20 will play looped until Stop is pressed.

Loop any Section of the song.

You can loop any section of the song. The program will then start playback at the first loop point and play the looped section until stop is pressed or looping is turned off. This feature is handy for looping a full chorus or other section of a song for practice or performance.

Looping of a section of the song is enabled by the "LoopSec" checkbox or with the keystroke **NUMPAD 1**.

Open up the **Loop Section Settings** dialog by clicking the Loop button, or pressing **NUMPAD 2**. The Loop settings dialog will then display.

Add a Melody – MIDI and/or Audio

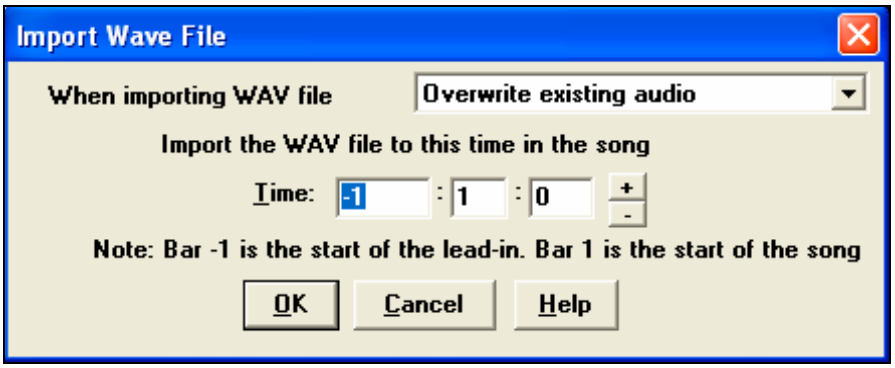
Band-in-a-Box is much more than an intelligent arranger and accompanist.

You can record your live MIDI performance to the Melody track, enter a Melody in the Notation note-by-note, or use the Wizard to record from your computer keyboard.

Enable the Embellisher, and the Melody will be embellished as it plays. You hear a livelier, more realistic Melody, and it's different every time. The Embellisher is only active while the music is playing; the recorded Melody track isn't affected. There is an option for the Embellisher to only humanize the timing of the music if the timing was "stiff" to begin with. This allows the Embellisher to leave the timing of human input melodies alone, and humanize only the ones that were entered in step-time.

You can record an audio track of your live vocal or instrumental performance and save it to an audio wave file along with the Band-in-a- Box accompaniment. Make sure that you have a microphone plugged in to your sound card, or a connection from a mixer, keyboard, or other audio device connected to the Line In jack on your sound card.

A Mono or Stereo WAV file can be imported to the Audio track, optionally merging with or replacing any existing audio track. Choose the menu item *Audio | Import WAV File*. You then choose a WAV file to import. The Import WAV dialog is then displayed, which allows selection of the point to insert the WAV file, and whether to merge or overwrite existing audio in the range.

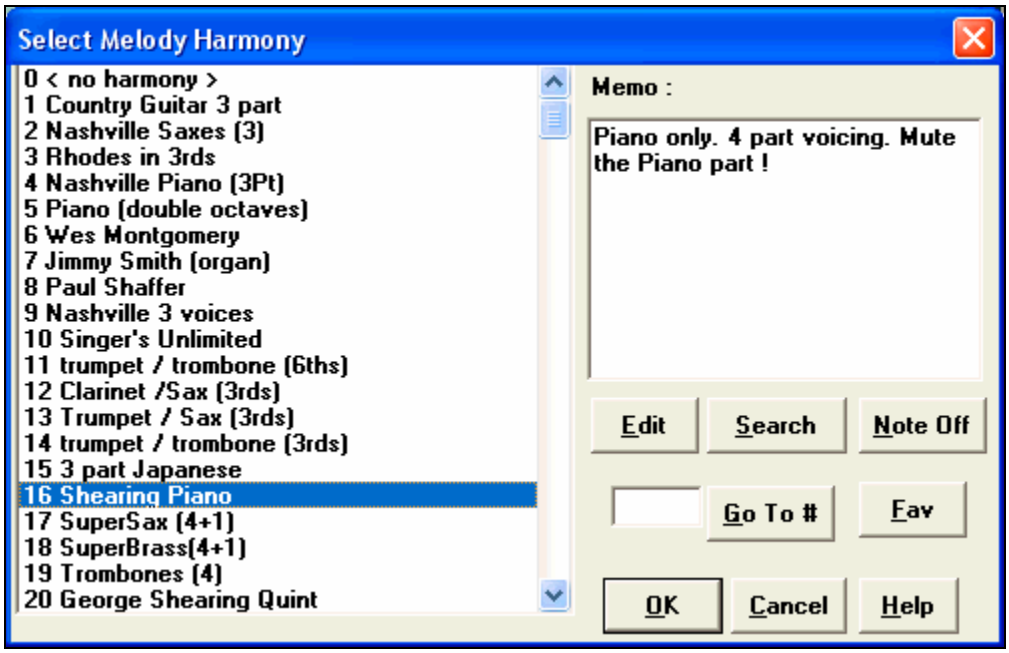


Harmonize the MIDI Melody

Press the [M] button in the Synth window to add a MIDI harmony to the Melody track.

Pressing the [F] favorites button brings up a list of the last 50 harmonies used.

The **Select Melody Harmony** dialog box allows you to choose from any of the pre-defined harmonies and even allows you to define your own.



Play Along with the Wizard

The **Wizard** is an intelligent play along feature that is controlled with the bottom two rows of your computer's QWERTY keyboard. The bottom row of keys plays chord tones; the second row plays passing tones. You play any key in either row and never make a mistake!

In the *Play* menu, toggle *Wizard uses "Smart" notes* to "off" (unchecked) to have the Wizard provide you access to the chromatic scale. Toggle it "on" to have access only to the notes based on the chord/key of the song.

This also allows you to record to the Melody or Soloist track without an external MIDI keyboard, and can even be used to trigger the Soloist Wizard. Also, play along using the Wizard works with the harmony feature, so you can play along live from your QWERTY keyboard in 4-part saxophone harmony for example.

Playing the Wizard

The Wizard Keys are active during playback. The active keys are the lower 2 rows of the keyboard.

A S D F G H J K L ; ' ←This row plays PASSING Tones (2nd,Fourth,Sixth)
Z X C V B N M , . / ←This row plays CHORD tones (root,3rd,Fifth,Seventh)

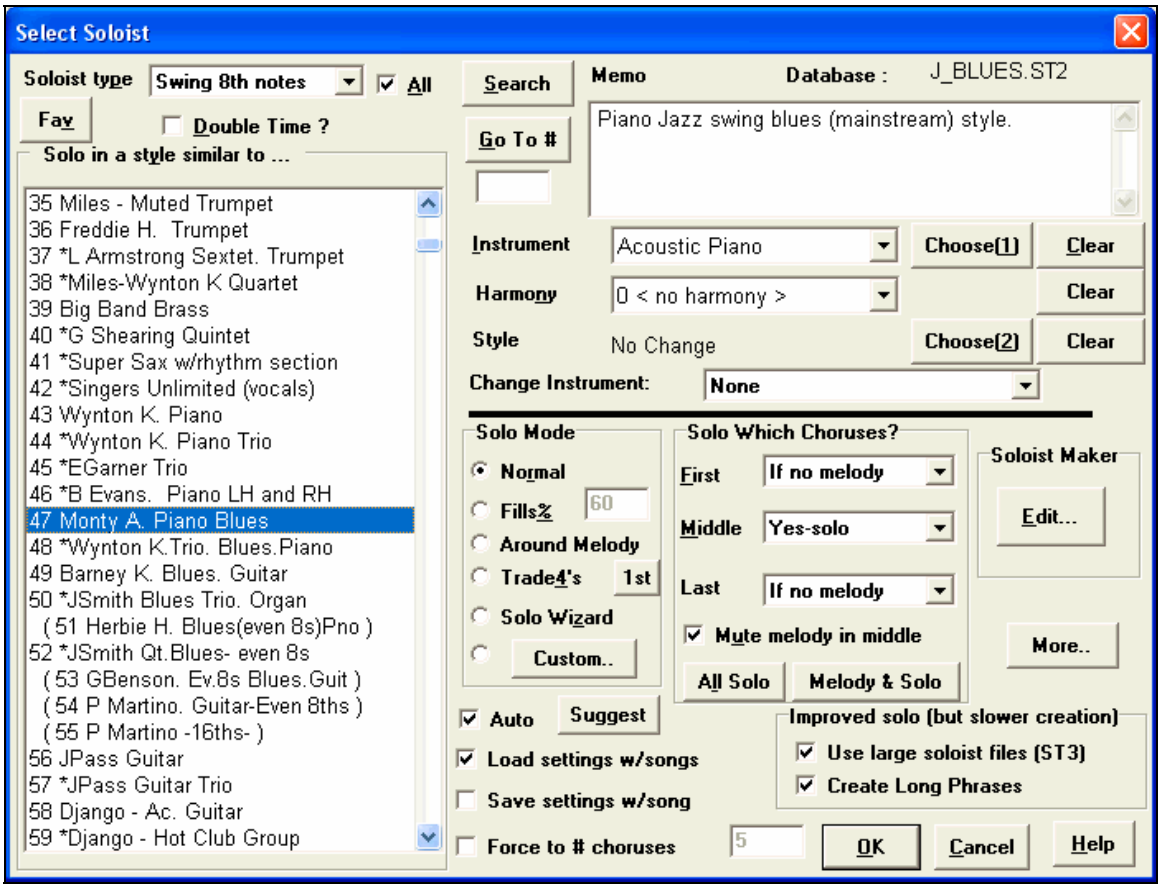
Changing Instruments / Settings for the Wizard

As a play along instrument, the Wizard uses the Thru instrument part. To change the instrument patch, volume, reverb, etc. for the Wizard select the Thru instrument in the synth window.

Add a Solo - "The Soloist"

That's right! Band-in-a-Box can "solo like a pro" in over 200 styles.

Use the [Soloist] button on the main screen to open the **Select Soloist** dialog box and choose from over 200 Soloist profiles.



Use the preset Soloist settings, or choose a Mode and which Choruses to solo.

The Soloist Maker [Edit…] button gives access to the advanced settings in the Soloist Editor where you can edit existing profiles or create new Soloists of your own.

To see the Soloist part play in standard music notation open the Notation window and press the [S] button at the far right of the instrument buttons.

View and Print Notation

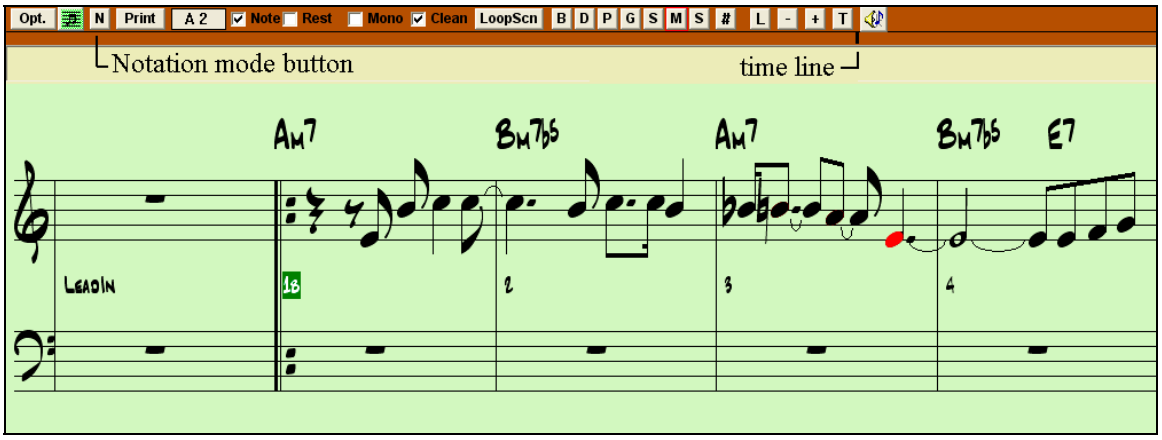
Open the Notation window with the Notation button. You will see standard notation on the grand staff.

There are 3 notation modes in Band-in-a-Box, the [N] button in the Notation window toolbar toggles through the three modes;

1. Standard Notation for display of notes, chords, lyrics, and optional guitar tablature as well as entering chords and lyrics.
2. Editable Notation to enter or edit notation with the mouse.
3. Note roll Notation works like the Editable Notation plus note velocities and durations can be viewed and edited with the mouse.

Standard Notation Window

Click on the instrument buttons to see the notation for the different parts: Bass, Drums, Piano, Guitar, Strings, and the Melody [M], or the Soloist [S].



Band-in-a-Box Standard Notation window.

The Standard Notation window can be used for notation display and the entry of chords and lyrics. Just type a chord name and it will be inserted at the current time line location (the black vertical stripe just below the notation tool bar.)

Toggle between Standard, Editable, and Note roll notation modes with the [N] button.

Press the [Opt.] button to set Notation window options such as track type, bar resolution, lyric font size, and position, transpose options, and Regular or Jazz fonts.

This button opens the Lead Sheet window, which provides a full screen of notation either for an individual instrument or for multiple instruments that you choose to view together by clicking the instrument buttons while holding the **Ctrl** key.

Print out any part with the Print Button. In the Print Preview window save your notation as a graphic file to upload to the Internet or to e-mail.

The [#] button opens the Event List for editing the Melody or Soloist tracks.

This is the button for note-based lyrics, which are automatically aligned with the corresponding note in the Melody track.

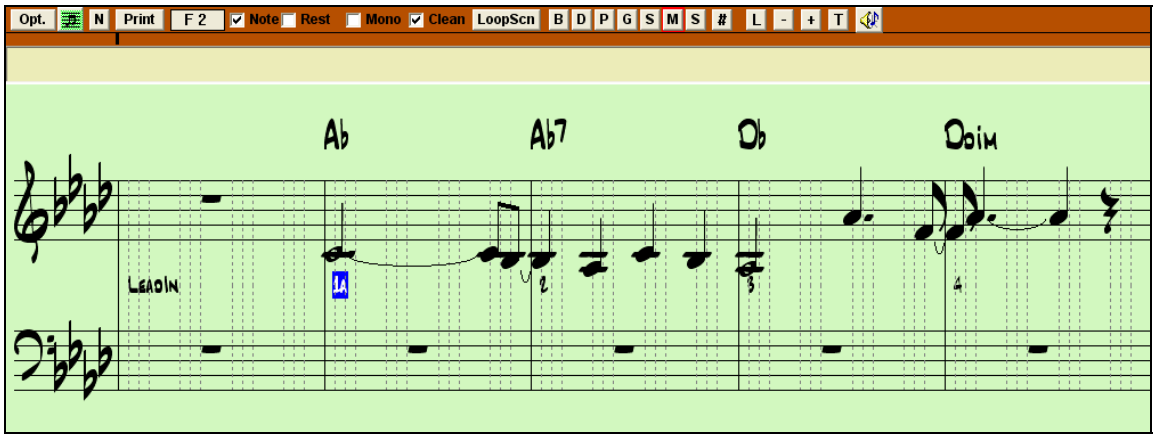
Use the plus and minus buttons to zoom the Notation in and out.

The text button lets you enter section text or boxed text into the notation.

When the Scrub button is selected, notes will play as the mouse is dragged over them while holding down the left mouse button.

Editable Notation Mode

Click on the [N] button to go from Standard Notation to Editable Notation mode. Chords, lyrics, and text can be entered as in the Standard Notation window; the Editable Notation mode also permits point-and-click entry of notes and rests as well as drag-and-drop editing.

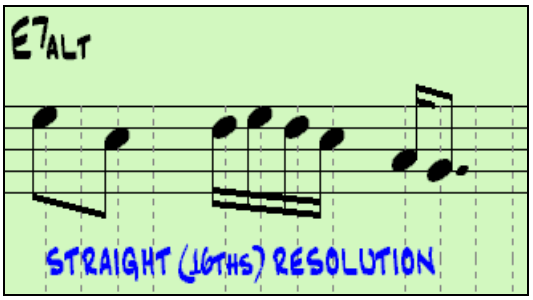


Band-in-a-Box Editable Notation window.

This is the screen for step-entry of a melody or for editing existing parts. Note that each beat is sub-divided by either 3 or 4 broken vertical lines.

- Swing styles use 3 lines to divide each beat into eighth note swing triplets.
- Straight styles use 4 lines to divide each beat into sixteenth notes.

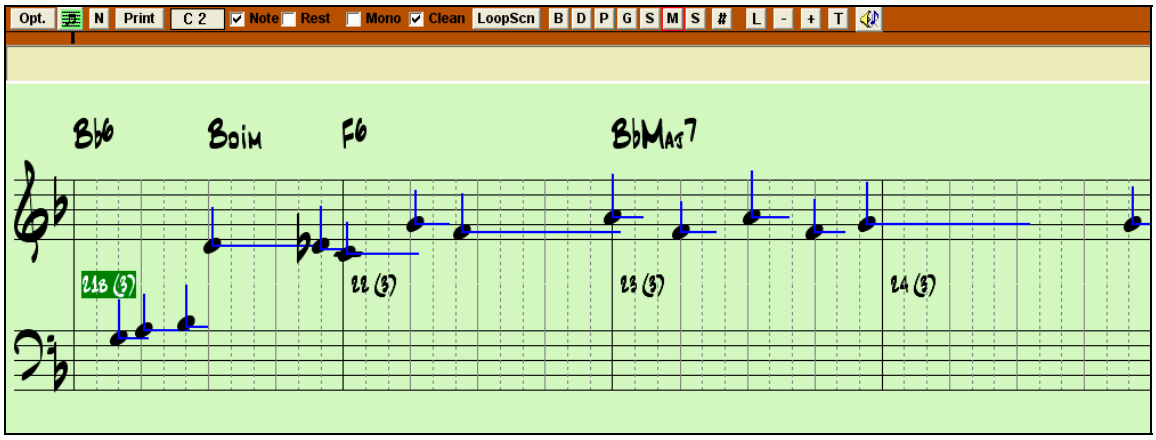
Example of swing (triplet) resolution.



Example of straight (16ths) resolution.

Tip: The edits you make to Band-in-a-Box accompaniment parts will be overwritten when the [Play] button is pressed and the program generates a new arrangement. To hear the song play as edited, use the [Replay] button found next to the [Play] button. Edited songs can be permanently saved as a MIDI file with the [.MID] button.

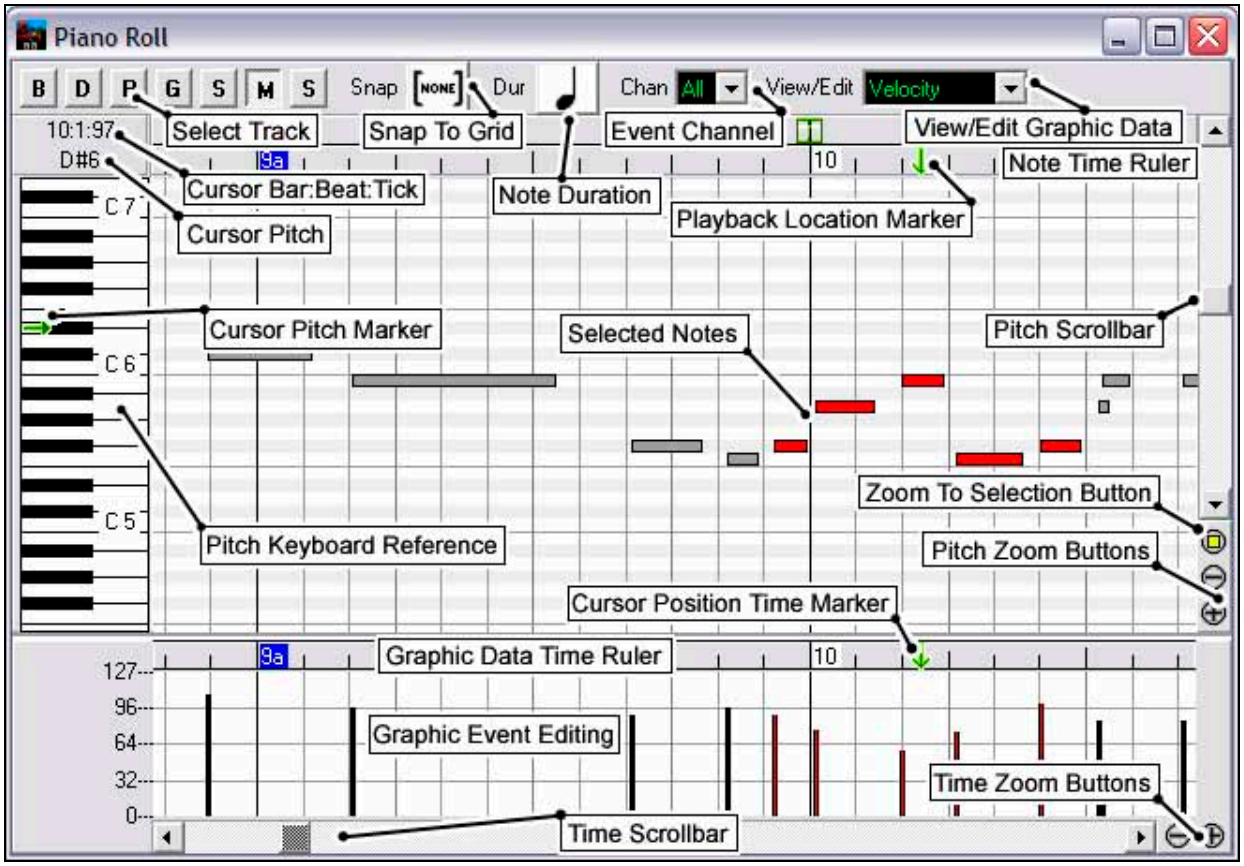
Note roll Notation Mode



In addition to the editing features of the Editable Notation mode, in Note roll mode the velocity (vertical line) and duration (horizontal line) of notes can be edited with the mouse.

Piano Roll Window

You can edit your tracks using the "Piano Roll" window, similar to the type found in many sequencer programs. Edit the Melody or Soloist tracks with greater ease and precision. There are 2 panes in the window – one for notes and the other for controllers, velocity, and other data. All notes and controllers are displayed as black/gray bars on a grid. You can change note duration and pitch by selecting and dragging with your mouse.



The Piano Roll window enables precise graphic editing of note timing and duration. You can also graphically edit note velocity, controllers, program changes, channel aftertouch, or pitch bend.

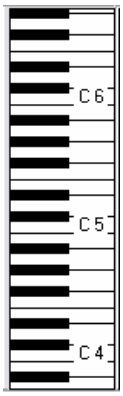
The Piano Roll may be opened as a movable window, which floats above the Band-in-a-Box main window, or it may be opened embedded, in the same position as the Chordsheet/Notation panels in the Band-in-a-Box main window.

Track Selection

Select the Track - Bass, Drums, Piano, Guitar, Strings, Melody, or Solo.

It is most practical to edit the Melody and Solo tracks. The other tracks for the accompaniment are rewritten every time Band-in-a-Box rebuilds the song (every time you click the [Play] button). So if you edit a "backing track," be sure to save as a MIDI file before rebuilding the song, or your edits will be lost.

Keyboard Pitch Panel

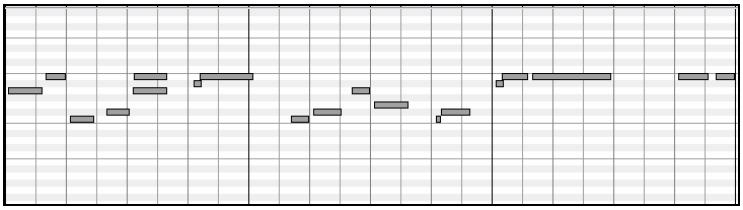


1. Click on a single note of the keyboard to select all notes of the clicked pitch.
2. Click-drag on the keyboard to select all notes in a pitch range.
3. **Shift**-click-drag to add another set of notes to the selection.
4. **Ctrl**-click-drag to invert a pitch selection.

For instance, you could drag C5 thru C6 to select an octave of notes.

Then **Shift**-click A3 to add all A3 notes to the selection. Then **Ctrl**-click F5 to remove all F5 notes from the selection.

Note Panel



Horizontal bars represent notes. Notes can be selected, edited (start time, pitch, duration), inserted, and deleted.

Note Selection

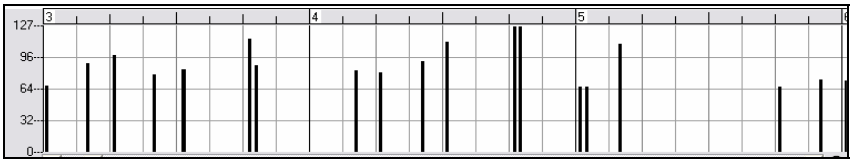
Selected notes are red.

1. Click on individual notes to select.
2. **Shift**-click on individual notes to add to the selection.
3. **Ctrl**-click on a note to invert (toggle) its selection.

Click on white space and then drag a rectangle around notes to select a group of notes. Only notes that start within the rectangle are selected. If the left edge of a note is not inside the rectangle, it will not be selected. This is a feature, not a bug!

1. **Shift**-drag a rectangle to add another group of notes to the selection.
2. **Ctrl**-drag a rectangle to toggle the selection of the notes in the rectangle.

Graphic Event Panel



Graphically display and edit non-note MIDI events. This panel only shows MIDI events specified in the Chan, View/Edit, and Controller Type controls.

Zero-value events are drawn as small hollow squares, to make them easy to identify.

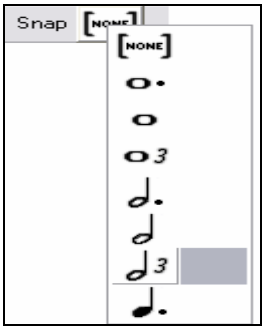
With events such as pitch bend or controllers like modulation and sustain, it is important to take care to end a "gesture" with a zero-value event. Otherwise, subsequent notes will be affected, with an unwanted "hanging" permanent pitch bend, permanent vibrato, or sustain pedal locked down.

Event Selection

Selected Events are red.

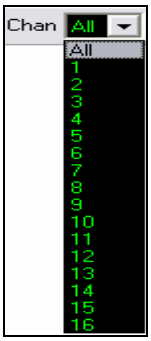
Graphic Event Ruler Time Selections:
The Graphic Event Ruler will only select non-note events. In addition, it will only select the type of MIDI events specified in the Chan, View/Edit, and Controller Type controls. When you make a Ruler Time selection, ONLY THE VISIBLE events in this time range are selected. Other MIDI events in this time range are not selected.

Snap-to-Grid



Selections, Inserted Notes, or Edited Notes will snap to the grid spacing. If you do not want snap-to-grid, select [NONE] in the drop-down menu.

View/Insert Channel

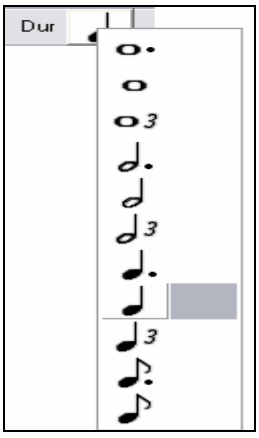


If a track contains multiple channels, "All" will display MIDI events on all channels. Otherwise, select the channel that you need to see. If "All" is selected, new MIDI events are inserted on the Band-in-a-Box track's assigned channel.

Except for perhaps multi-channel Guitar tracks, Band-in-a-Box plays all track events on the assigned track channel. Therefore, in almost all cases, the channel of track events does not matter.

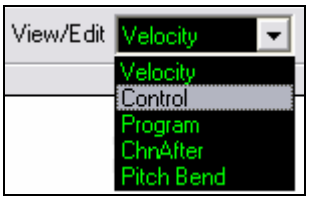
For instance, if the Melody track is set to transmit on channel 4, all events on the Melody track will be sent on channel 4 regardless of the "actual channel" of each track event.

Note Duration



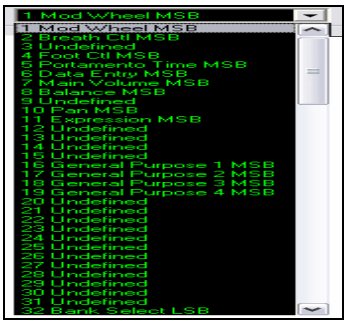
Set the default duration of new inserted notes. It is easy to mouse-edit a note's duration after a note is inserted, so it is usually sufficient to select a typical note duration that makes sense for your purposes and then mouse-edit the duration of "exception" notes after they are inserted.

View/Edit Graphic Data



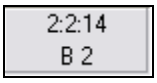
Determine what graphic data to view or edit in the bottom Graphic Data panel. Choose Velocity, Controller, Program Change, Channel Aftertouch, and Pitch Bend. If Chan is not set to "All," only the selected channel events will be displayed.

Controller Type



If "View/Edit" is set to "Control," the Controller Type control becomes visible. The Graphic Data panel will display the chosen controller type. If Chan is not set to "All," only the selected channel events will be displayed.

Cursor Location Info Panel

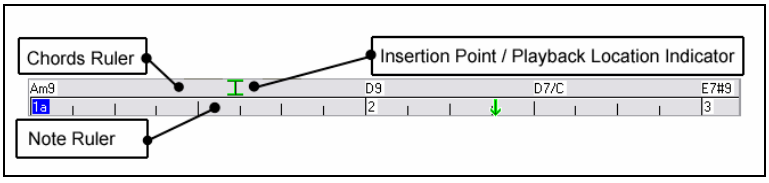


The Info Panel shows the cursor's Bar:Beat:Tick and MIDI note or controller value (depending on the cursor location). In cursor locations where a value would be nonsensical, the status text values are blank.

For instance, in the Note panel, Bar:Beat:Tick and Pitch are displayed. In the Ruler panels, only Bar:Beat:Tick is displayed. In the left Piano panel, only Pitch is displayed. In the Graphic Event panel, Bar:Beat:Tick and Event Value are displayed.

Chord Ruler and Note Time Ruler Panel

There are two top rulers. The top Chord Ruler displays chords and the Playback Location Indicator. The Note Time Ruler displays bars and bar subdivisions. When zoomed-in, more subdivisions are displayed. When zoomed-out, fewer subdivisions are displayed.



Click or drag in the Chords Ruler to set the Insertion Point (useful if you wish to use the menu *Edit/Paste* (**Ctrl+V**) to paste into the Piano Roll). If a song is playing, a Chords Ruler click will stop playback.

Double-click the Chords Ruler to start playback at the indicated bar. You can also set the Insertion Point and then tap **Ctrl+G** to start playback at the desired location.

Notes can be selected with the Note Ruler. However, the Note Ruler does not select non-note events such as controllers or pitch bend.

1 Click-drag on the Note Ruler to select a time-range of notes.
2 **Shift**-click-drag to add a time-range of notes to the selection.
3 **Ctrl**-click-drag to invert the note selection of a time range.

For instance, you could drag to select all notes in bars 2 thru 7. Then you could **Ctrl**-drag to toggle off note selections in bar 4. By using the **Shift** and **Ctrl** keys, very flexible time selections can be made.

Note Editing

Edit Note Time Stamp (start time):
Move the cursor over the left of a note. An east-west cursor appears. Then click-drag the note to a new time (horizontal dragging).

If multiple events are selected, and you want to move all selected events, use **Shift**-click-drag. Otherwise a click on a note will deselect the previous selection, and it will only select/edit the clicked note.

Edit Note Pitch:
Move the cursor over the middle of a note. A north-south cursor appears. Then click-drag the note pitch (vertical dragging).

If multiple events are selected, and you want to transpose all selected events, use **Shift**-click-drag. Otherwise a click on a note will deselect the previous selection, and it will only select/transpose the clicked note.

Edit Note Duration:
Move the cursor over the right of a note. A right-arrow cursor appears. Then click-drag the note duration (horizontal dragging).

If multiple events are selected, and you want to change duration of all selected events, use **Shift**-click-drag. Otherwise a click on a note will deselect the previous selection, and it will only select/edit the clicked note.

Insert a Note:
Hold the **Shift+Ctrl** keys. The cursor becomes a pencil. Click where you want the note and it is inserted with a duration from the "Dur" drop-down menu, and on the channel selected by the "Chan" drop-down menu.

If "Snap" is enabled, the note is inserted at the nearest grid boundary. For instance, if the snap-to-grid setting is a quarter note, inserted notes will snap to the nearest quarter note boundary.

There are many on-screen visual cues to assist cursor positioning. The Cursor Position Time Markers in the Time Rulers can assist time positioning. The Cursor Pitch Marker in the Keyboard can assist pitch positioning. The Cursor Location Info Panel gives precise time and pitch info. Also, the Note Panel has time grid markings, and pitch accidentals are marked in light gray on the background.

If you make a mistake inserting a note, you can hit the **Delete** key to remove the new note. Alternately, it is very easy to immediately drag the note to correct mistakes in time, pitch, or duration.

Delete a Note:
Select a note (or group of notes), then tap the **Delete** key. Alternately, select some notes, right-click, and choose the "Delete Selected Events" item in the pop-up menu.

Splitter Bar

A vertical Splitter Bar sits between the Note and Graphic Event panels. If you want to maximize the Note panel to see more notes, drag the Splitter down. If you want to maximize the Graphic Event panel for more accurate event editing, drag the Splitter up.

Edit Events

Edit Event Value:
Move the cursor over the top half of an event. A north-south cursor appears. Click-drag vertically to scale event values. To scale a selected group of events, **Shift**-click-drag vertically on one of the events in the selection.

Edit Event Time:
Move the cursor over the bottom half of an event. An east-west cursor appears. Click-drag horizontally to slide the event in time. To slide a selected group of events, Click-drag horizontally on one of the events in the selection.

Insert Events

Line Tool:
With no modifier keys, the "white space" cursor is a Line Tool. Move the cursor to white space and then click-drag to draw a line. When the mouse button is released, a series of events are inserted which follow the line slope.

To avoid choking the MIDI stream, the maximum event density is one event per 10 ticks. Repeated events of the same value are not inserted. Therefore, long gradual Line Tool fades have a lower density than short extreme Line Tool fades.

Pencil Tool:
Move the cursor over white space and hold the **Shift+Ctrl** keys. A Pencil Tool appears. **Shift+Ctrl**-drag to freehand-draw a curve. If you don't get the curve quite right on the first pass, just keep holding the mouse button and move the mouse back-and-forth to draw your desired freehand curve. When the mouse button is released, a series of events are inserted to follow the freehand curve.

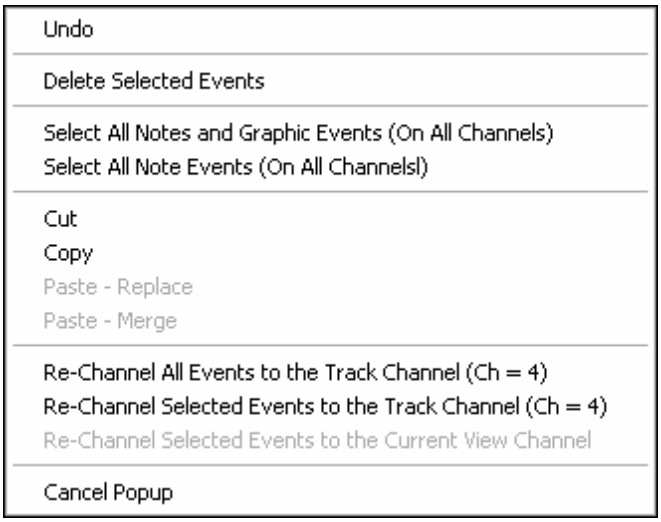
To avoid choking the MIDI stream, the maximum event density is one event per 10 ticks. Repeated events of the same value are not inserted. Therefore, many freehand curves have a fairly low density.

Delete Events

Make a selection of events with the Ruler or by clicking on events. Then tap the **Delete** key. You can also right-click and choose the "Delete Selected Events" item in the pop-up menu.

Right-Click Contextual Menu

The pop-up menu can be accessed by right-clicking on the notes, graphic events, or any of the rulers.


Undo
Delete Selected Events
Select All Notes and Graphic Events (On All Channels)
Select All Note Events (On All Channelsl)
Cut
Copy
Paste - Replace
Paste - Merge
Re-Channel All Events to the Track Channel (Ch = 4)
Re-Channel Selected Events to the Track Channel (Ch = 4)
Re-Channel Selected Events to the Current View Channel
Cancel Popup

Undo:

Duplicates the Band-in-a-Box *Edit* | *Undo* (or **Ctrl+Z**) action.

Delete Selected Events:

Deletes any selected events (highlighted in red). This can also be accomplished by tapping the **Delete** key.

Select All Notes and Graphic Events:

If the "Chan" combo box is set to All, this item will select ALL EVENTS on ALL CHANNELS (all events in the track). Otherwise, ALL EVENTS are selected which match the CURRENT MIDI CHANNEL.

Select All Note Events (Of Current Channel): (right-click the Note Panel or Note Ruler)

If the Chan combo box is set to All, this item will select ALL NOTES on ALL CHANNELS, but it will not select any non-note events. Otherwise, ALL NOTES are selected which match the CURRENT MIDI CHANNEL.

Select All Note Events (Of Current Channel): (right-click the Graphic Event Panel or Graphic Event Ruler)

If the "Chan" combo box is set to All, this item will select ALL GRAPHIC EVENTS of the CURRENT VIEW/EDIT TYPE on ALL CHANNELS. Otherwise, ALL GRAPHIC EVENTS of the CURRENT VIEW/EDIT TYPE are selected which match the CURRENT MIDI CHANNEL. For instance, you could select all channel 4 modulation events, then **Delete**, to easily remove all of those events from the track.

Cut:

Copy selected events to the clipboard and then remove them from the track. Can also be accomplished with the menu *Edit* | *Cut* (or **Ctrl+X**) action. If you wish, it is possible to cut from the Piano Roll, and then paste into the Notation window, or vice-versa.

Copy:

Copy Selected Events to the clipboard can also be accomplished with the menu *Edit* | *Copy* (or **Ctrl+C**) action. If you wish, it is possible to copy from the Piano Roll, and then paste into the Notation window, or vice-versa.

Paste - Replace:

If no events are on the clipboard, this item is dimmed.

The paste occurs at the time location of your right-click. Move the mouse cursor to the desired insert location. Right-click on the Note Panel, Graphic Event Panel, or any of the Rulers. Then choose this item from the pop-up menu. Any previous event types in the paste range which match event types in the clipboard are removed before the clipboard data is added to the track.

If the "Chan" combo box is set to All, pasted events keep their original (copied) MIDI channel. Otherwise, the pasted events will be re-channeled to match the "Chan" combo box.

Paste - Merge:

If no events are on the clipboard, this item is dimmed.

The paste occurs at the time location of your right-click. Move the mouse cursor to the desired insert location. Right-click on the Note Panel, Graphic Event Panel, or any of the Rulers. Then choose this item from the pop-up menu. Events from the clipboard are merged with existing data in the track.

If the "Chan" combo box is set to All, pasted events keep their original (copied) MIDI channel. Otherwise, the pasted events will be re-channeled to match the "Chan" combo box.

The feature can also be accomplished with the menu *Edit* | *Paste* (or **Ctrl+V**) action (to match the Notation window, which also uses a merge style of pasting). Before using the main menu *Edit* | *Paste* (or **Ctrl+V**), first make sure the insertion marker is set to your desired paste time location.

This is easy to do. Just click or drag in the Chord Ruler to place the insertion marker where you want it. Then tap **Ctrl+V**.

Re-Channel All Events to the Track Channel (Ch = xx)

Re-channel all notes and graphic events (the entire track) to the MIDI Output channel assigned for this track. Sometimes this can come in handy to bring some "sanity" into Piano Roll editing.

For instance, though the default Melody output channel might be channel 4, meaning that Band-in-a-Box transmits any events in the Melody track on channel 4. The actual events in the Melody track might be channel 1, or a mixture of several channels.

For ordinary playback or note tweaking, it doesn't matter if the event channels are "mixed up," as long as you have the view channel set to All. But if you wish to use *Paste - Replace*, the Paste - Replace function is smart enough not to "stomp on" a track's events that differ from the channels of the clipboard MIDI data. So if you force all events to the track channel, the Paste - Replace function will always replace appropriately.

Re-Channel Selected Events to the Track Channel (Ch = xx)

Re-channel only the selected events to the track channel.

Re-Channel Selected Events to the View Channel

When editing a multi-channel guitar part or editing an imported multi-channel MIDI file, this command may be useful. Beware that it might initially appear confusing.

For instance, one might set the view channel to ALL, and make a selection (intending to set these events to Ch 12). Then set the view channel to 12, and of course the selected events disappear (if the events had some other MIDI Channel). But then when you invoke "Re-Channel Selected Events to the View Channel," the MIDI events will reappear on the Piano Roll.

Horizontal Scroll Bar, [+] and [-] Buttons

Scroll in time, and zoom the horizontal display.

Vertical Scroll Bar, [+] and [-] Buttons

Scroll to see different note ranges (does not scroll the Graphic Event Panel) and zoom the vertical display.

Zoom to Selection Button

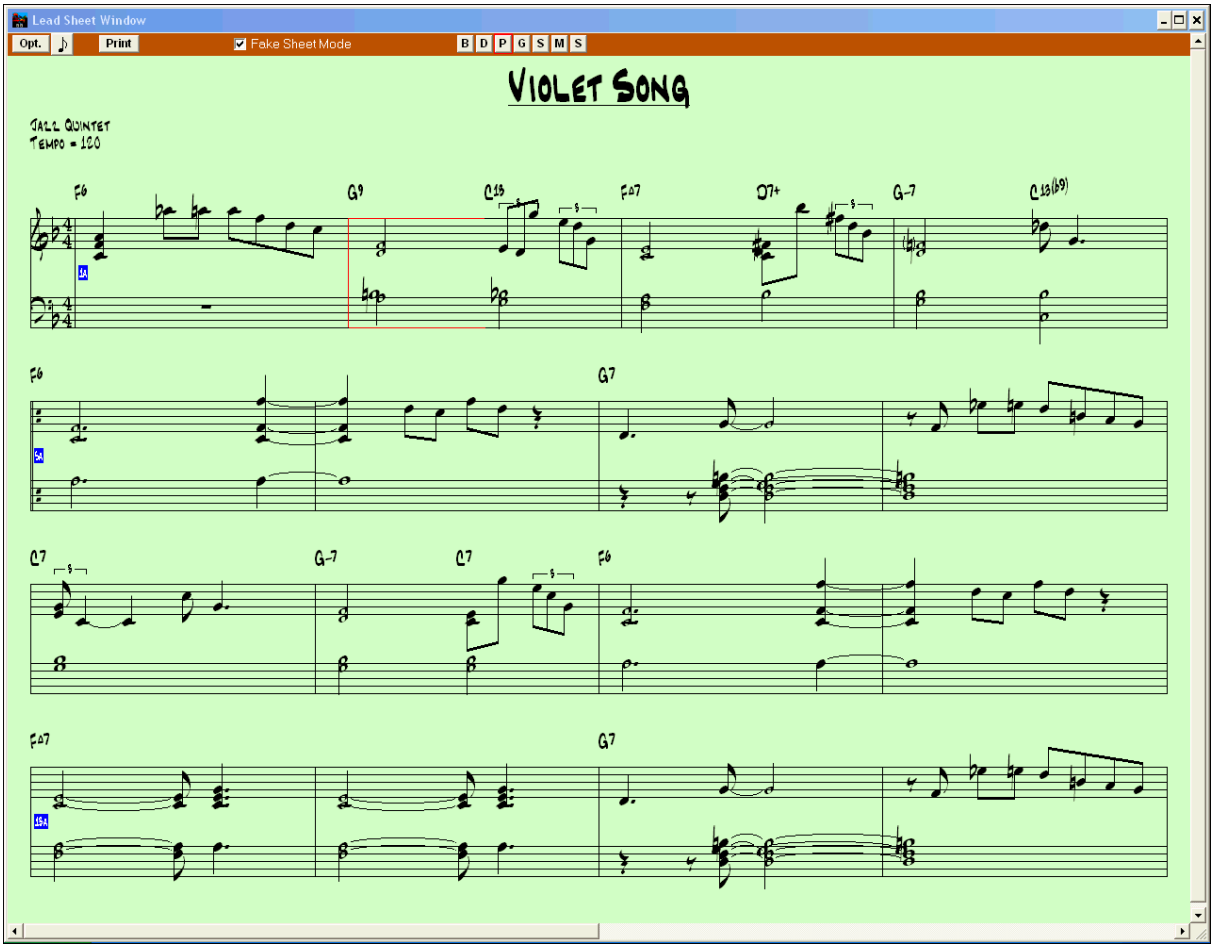
Make a selection of notes, and then click the Zoom To Selection button. The vertical pitch range and horizontal time range adjusts to fill the note panel with the selected notes.

Lead Sheet Notation Window

The Lead Sheet Notation window displays a full page of notation with lots of options such as a selectable number of staves per page, clefs to show, font size, margins, scroll ahead notation, and lyrics. You can set it to a big font size and read the notation from across the room. Since the notation scrolls ahead, you can read ahead without waiting for a page turn.

Launching the Lead Sheet Window

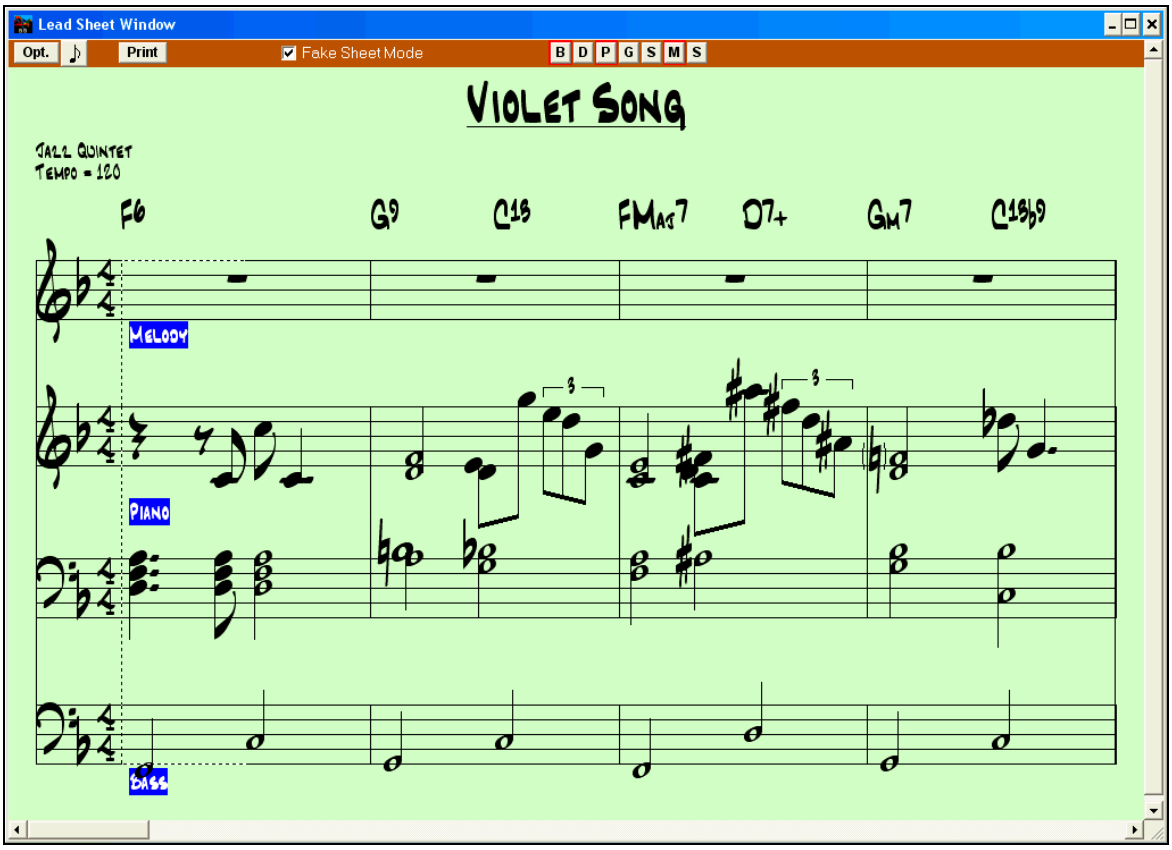
You can launch the Lead Sheet window from the main screen by pressing the Lead Sheet button (or **Alt+W**). The Lead Sheet button is also accessible from the Standard Notation window.



During playback, red rectangles highlight the current bar. If the bar is empty (or in Fake Sheet mode), the Lead Sheet will draw the staff lines and bar lines in red.

Multiple Tracks of Notation

Multiple tracks of notation can be viewed together in the Lead Sheet window. To select tracks, hold down the **Ctrl** key and click on the part buttons at the top of the screen in the order that the tracks should appear from top to bottom. For example, clicking on [M], and then on [P] and [B] with the **Ctrl** key held down would display and print the multi-stave staff system shown. Multiple tracks can also be printed like a score.

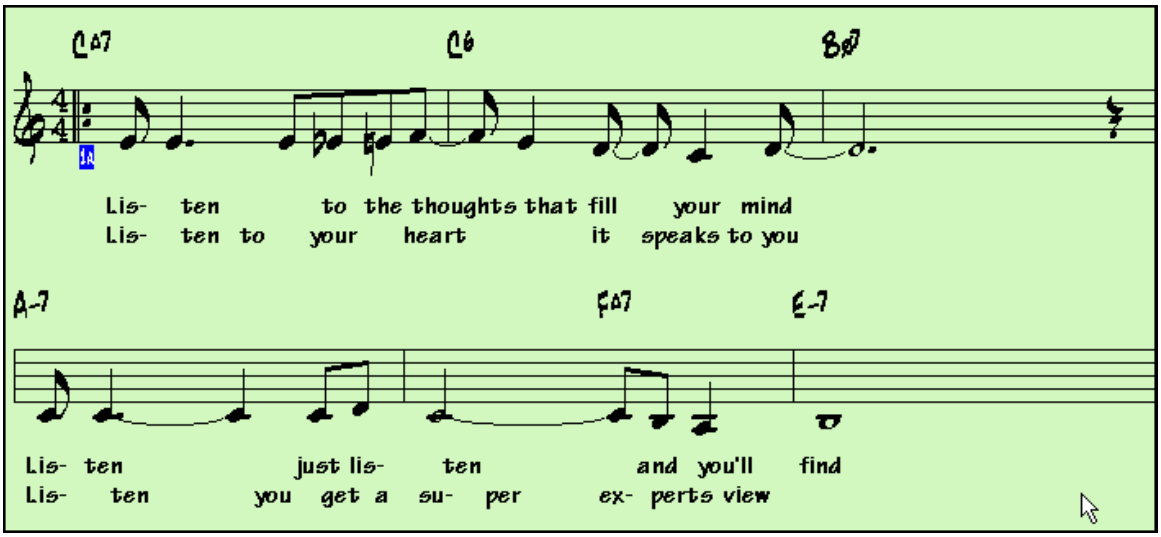


Band-in-a-Box Lead Sheet Notation window displaying multiple parts.

Multiple lines of Lyrics on Fake Sheet.

If your song has 1st and 2nd endings or multiple verses of lyrics, multi-line lyrics can be displayed, so you'll see all verses on the same fake sheet. Load in the song c:\bb\ Tutorial - BB 2005\Listen Multi-line lyrics Demo.MGU.

Open the Lead Sheet and select "Fake Sheet Mode."

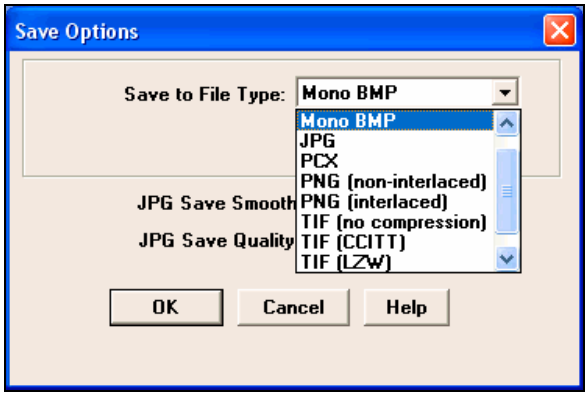

Lis- ten to the thoughts that fill your mind
Lis- ten to your heart it speaks to you
Lis- ten just lis- ten and you'll find
Lis- ten you get a su- per ex- perts view

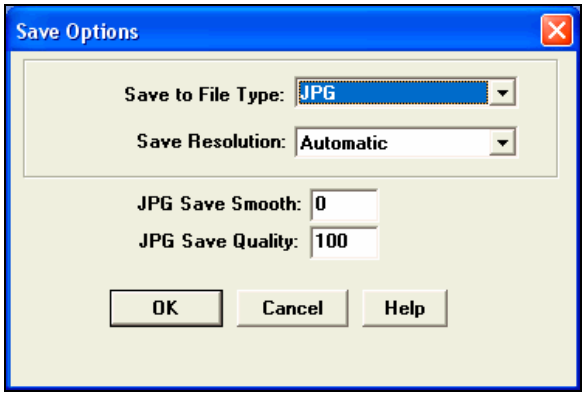
This song has a 1st/2nd ending entered, with separate lyrics for each ending. Multiple lines of lyrics will also appear if there are lyrics in multiple verses (choruses).

In the **Notation Window Options**, "Lyric Position" allows you to vertically position the height of the lyrics.

In the **Print Preview** screen the notation can be saved as a graphics file to be imported to a document or uploaded to an Internet page.

Choose the file type that you'd like to save to. If you want an exact rendition of the screen, choose MONO BMP, since bitmap files are saved without any loss of quality. If you want a smaller file of your composition for Internet use, choose a format like JPG, or PNG. These are smaller, because they compress the data, with some loss of quality. JPG requires specific settings, for save quality (range of 0 to 100). 100 is the best quality, and the biggest JPG file.





The notation can also be copied as a bitmap to the Windows clipboard and then pasted into any application. This is done by clicking on the [Clipbd] button in the Print Preview screen.

Click on this button to print only the current page displayed in the **Preview** window.

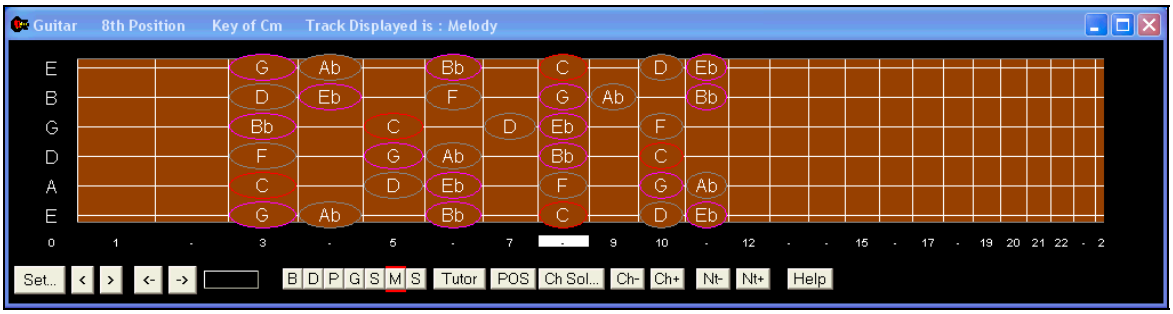
Full-page view of Band-in-a-Box MultiTrack notation.

The Guitar Window

This is a window for Guitar and Bass players! The on-screen fretboard displays any track on Guitar or Bass. This feature has many option such as auto-setting of correct positions, notes named on-screen, auto-octave adjust to play in selected position, and a resizable guitar fretboard.

Launching the Guitar Window

To launch the Guitar window, press the Guitar Button, or **Ctrl+Shift+G,** or choose the *Window* | *Guitar Window* menu item.



Ch- Ch+ When you have a note or chord highlighted press the [Ch-] or [Ch+] (insert guitar chord) button on the guitar, or 7 or 8 on the NUMPAD keypad. Each time you press the [Ch-] or [Ch+] you'll see that the guitar chord changes to a different voicing, cycling through the available 5-10 voicings possible for each chord. (Some notes won't have any chord voicings, for example a C# note on a Cmaj7 chord, because it is always a passing tone.)

Nt- Nt+ In a similar manner, you can convert a chord to a guitar note using the insert guitar note button. Pressing the [N+] (or 3 or 4 on the NUMPAD keypad) repeatedly cycles through playing the same note on all 6 strings.

Ch Sol... This generates a Chord Solo, using the Guitarist.

Notice the various areas of the Guitar Window.

- The top title bar states the key of the song is Cm, the Melody track is the track displayed, and the guitar is at the 8th position.
- The fretboard is displayed with the highest notes of the guitar at the top, and the open position of the guitar on the left.
- There are names for the open strings displayed on the left (E B G D A E).
- There are fret positions marked at the bottom of the fretboard. You can mouse click on these positions to change the current fret position.
- There are Note Names displayed for two positions on the guitar fretboard. One of the positions is the scale beginning with the third of the scale on the lowest string. In the key of F, this is the 5th position beginning on an A note (the third of the scale). Because it begins on the third of the scale, this position is referred to as the Phrygian Position (since an A Phrygian scale is the same as an F scale). Similarly, the other popular scale is the scale beginning on the 6th of the scale, in the key of F, this is up at the 10th position, and is called the Aeolian Position.
- There are note names displayed in color, with ellipses around the notes that are in the scale. The root note of the scale is highlighted in red, the third and fifth of the scale are in purple, and the rest of the scale tones are circled in gray.
- Pitch bends show up on the Guitar Fretboard. As the pitch bend occurs, a blue line moves along the string in real time, illustrating the height of the pitch bend. Load in the c:\bb\Tutorial\Pitch Bend demo song. You'll then see pitch bends written as a blue color moving along the string.

Automatic Settings for Guitar Display

Band-in-a-Box does a lot of things automatically on the Guitar window to ensure that the notes are displayed intelligently on a guitar fretboard. These include:

- Automatically setting the two positions that will display the note names based on the key.
- Auto-Scanning the track to be played, and adjusting the display octave on the guitar fretboard to ensure that the best octave is picked to minimize the number of notes that will be outside of the current position displayed on the fretboard.
- After Auto-scanning the track, the best position for displaying the music on the guitar is determined. This is always one of the two positions, Aeolian or Phrygian, though you may over-ride this by clicking on any fret position.
- Color-coding note displays. In addition to the note names being outlined in the colors, when the note is played it is highlighted in green if it is a scale note and yellow if it is an out-of-scale note.

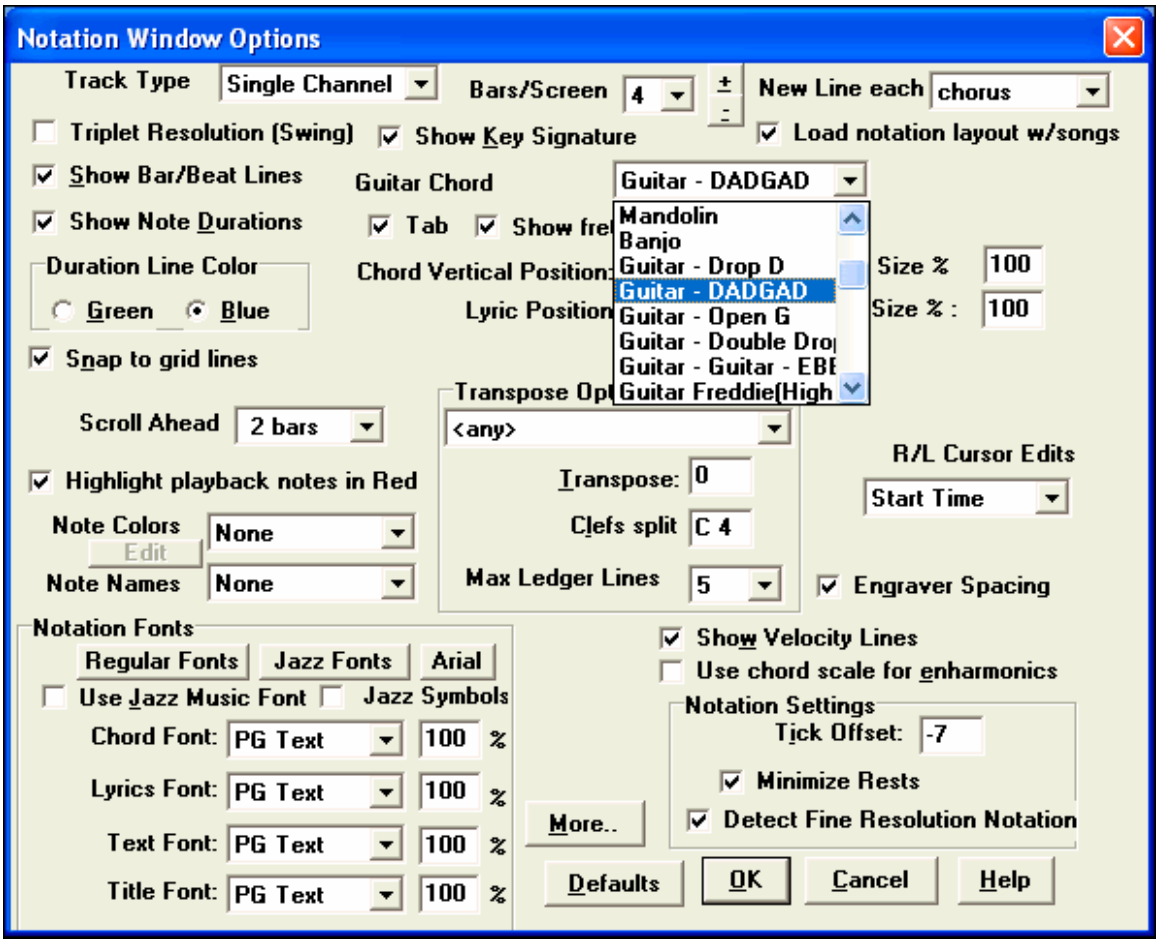
Alternate Guitar Tunings

The Guitar window supports alternate tunings, including DADGAD, Drop D, Double Drop D, Open G, and 11 others. You can also select "Nashville High Strung" tunings, which tune certain strings up an octave. These tunings are supported in Styles, Chord Diagrams, Guitar Tutor, Notation, Tab, and Printout. Learn how to play these tunings by watching the on-screen Guitar Fretboard or Notation/Tab window. Easily change any style to use the alternate tuning that you want.

In this discussion, we'll be referring to DADGAD tuning, a popular alternate tuning. The same reasoning applies to all of the other alternate tunings available.

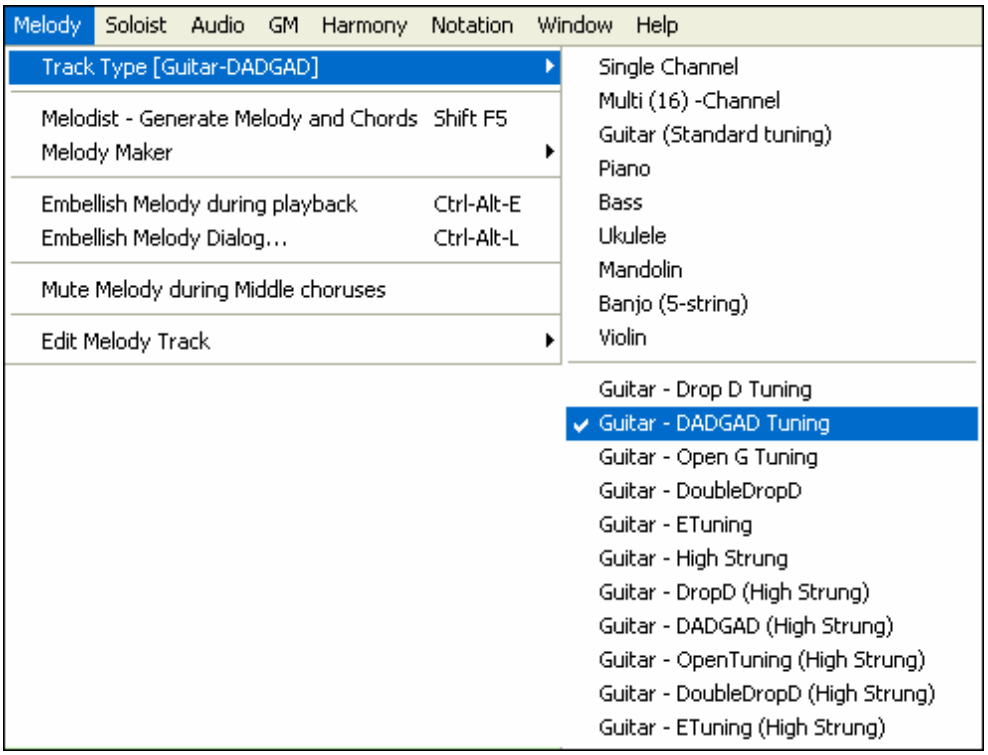
There are four ways you can use Band-in-a-Box playing in DADGAD (or any alternate) tunings.

1. See any Melody (or Soloist track) displayed in DADGAD tuning. This will display on the guitar fretboard, tab, and printout.
2. See guitar parts (chording etc.) in DADGAD tuning, using correct chord shapes. For this, choose a style that has DADGAD tuning, and view the guitar part.
3. Use the Guitar Tutor, to view DADGAD chording for any style.
4. View guitar chord diagrams in DADGAD tuning, by setting the **Notation Window Options** "Guitar Chord" to "DADGAD."

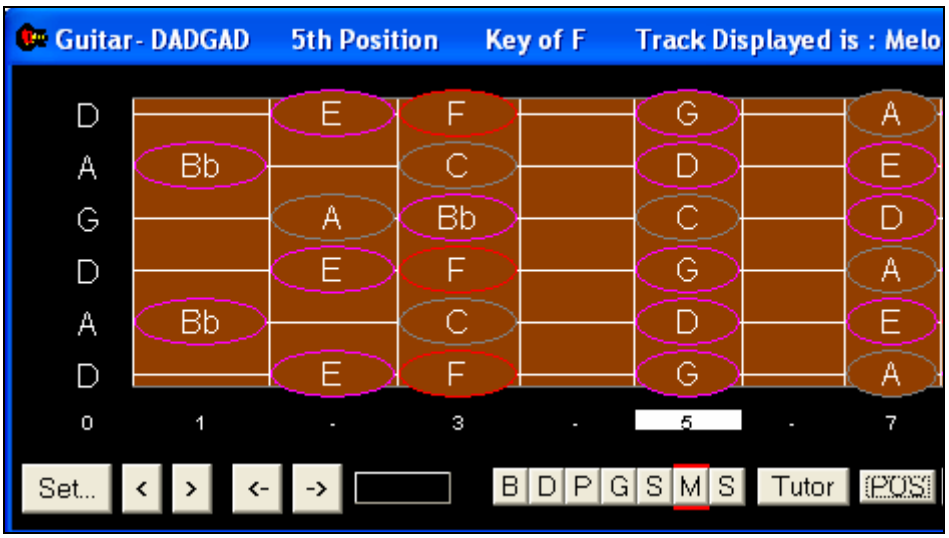


Guitar Fretboard

To see the guitar neck displayed in DADGAD, choose *Melody* | *Track Type* | *Guitar – DADGAD Tuning*.



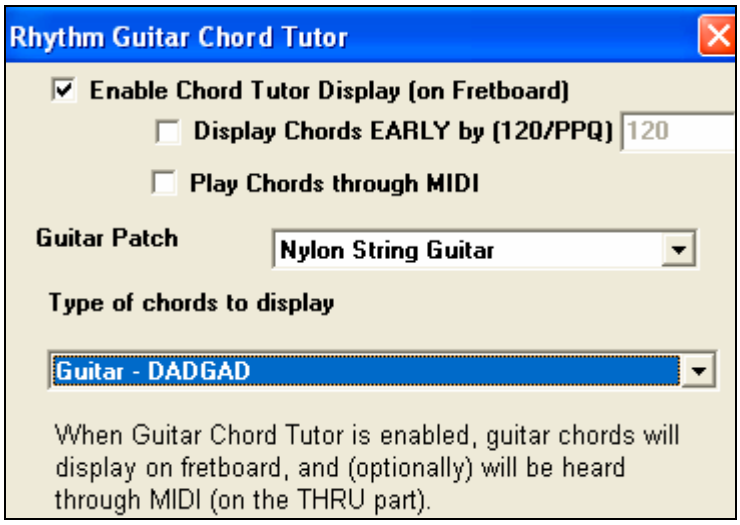
When you open up the **Guitar** window and choose the Melody track, you'll see the DADGAD tuning.



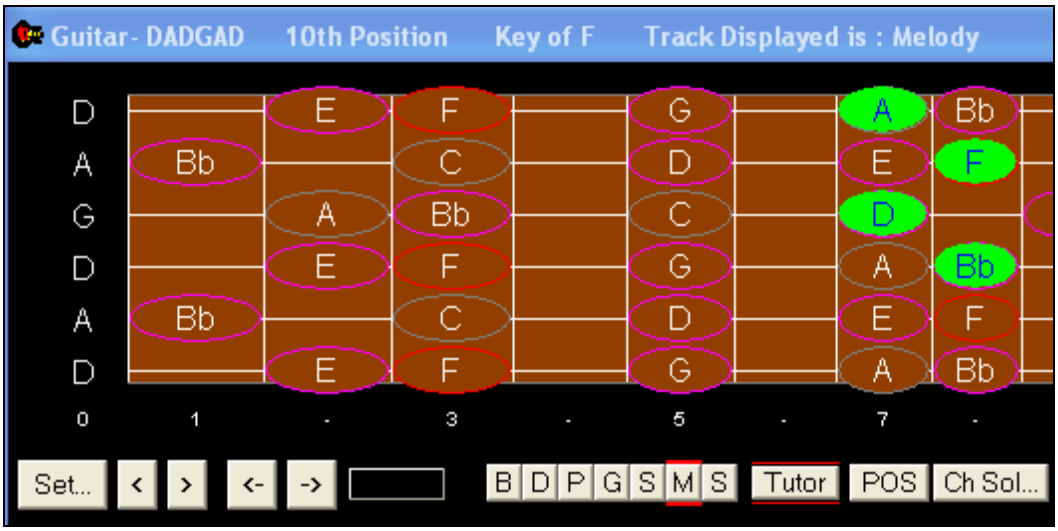
Any melody will now display in the chosen tuning. Similarly, you can set the Soloist track to an alternate guitar tuning with the *Soloist* | *Track Type* menu.

The Guitar track (or Piano, Strings) is controlled by the style, and will only reflect the type of tuning stored in the style. Load in some alternate tuning styles included in Styles Set #44 – Requested 4 to see the chording on the guitar track in alternate tunings. Another way to see the guitar play chords in alternate tunings is to use the "Guitar Tutor."

Select DADGAD tuning, and enable guitar Tutor.


Rhythm Guitar Chord Tutor
Enable Chord Tutor Display (on Fretboard)
Display Chords EARLY by (120/PPQ)
120
Play Chords through MIDI
Guitar Patch
Nylon String Guitar
Type of chords to display
Guitar - DADGAD
When Guitar Chord Tutor is enabled, guitar chords will display on fretboard, and (optionally) will be heard through MIDI (on the THRU part).

Now, during playback, you will see guitar chords on the guitar fretboard in DADGAD tuning.



The examples above are for DADGAD tuning, but apply similarly to all 11 alternate tunings included.

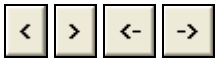
Some of the tunings are "Nashville High Strung." These tuning have the lowest 3 strings tuned up an octave, to achieve a close sound. So a DADGAD High Strung tuning would have the lowest 3 strings "DAD" tuned up an octave. Listen to some style examples that use this tuning.

Guitar Window Toolbar

At the bottom of the Guitar window is the toolbar.

There is a Guitar Tutor button.

The [Set…] button opens the **Guitar Settings** dialog, which allows you to set the guitar options.



These buttons will chord step advance, or note-step advance. The chord step advance is the most commonly used function. It is also accessible by the hotkeys **Ins** and **Del** on the numeric keypad and will advance or go back one chord at a time, leaving the chord displayed on the guitar.

This is the name of the current note that the mouse is over. If you click on the guitar at that position, the note will sound.

If the Notation Window is open (in editable notation or note roll mode), that note will get inserted on the notation at the current position on the timeline – you can disable that option to insert notes.

The "position" button. This toggles between the two popular positions displayed with note names.

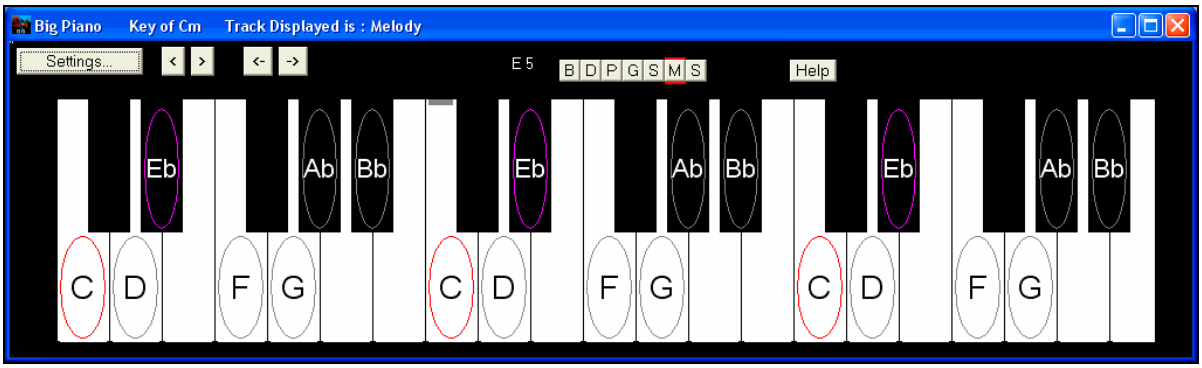
When you open the Guitar Window, the first thing you'll want to do is choose the track that you want to display. Usually this will be a Melody track or a Soloist track. In the diagram here, the Melody track is the current track, and it has a red rectangle around it to indicate this.

To get to the Soloist track, you would click on the [S] button or use the hotkey **Ctrl+F5**, which toggles between the Melody and the Soloist. Similarly, you can display other tracks like Bass, Piano, or Strings.

Big Piano Window

The Big Piano window can display the notes of any track on a resizable piano keyboard. You can also set the range of the piano and number of octaves to display. Additionally, you can display notes names or guide notes --showing the scale notes of the current key. Notes can be displayed using a different color for each note. There's an "Auto-Octave" setting that will scan the track to be displayed and auto-size the piano to the largest size that would display all of the notes. This 'Big Piano' makes it easier to learn piano parts from within Band-in-a-Box.

The Big Piano window is launched (or closed) by pressing the piano icon on the toolbar at the right-middle of the screen, or by pressing **Ctrl+Shift+N**, or choosing *Window | Big Piano Window*.

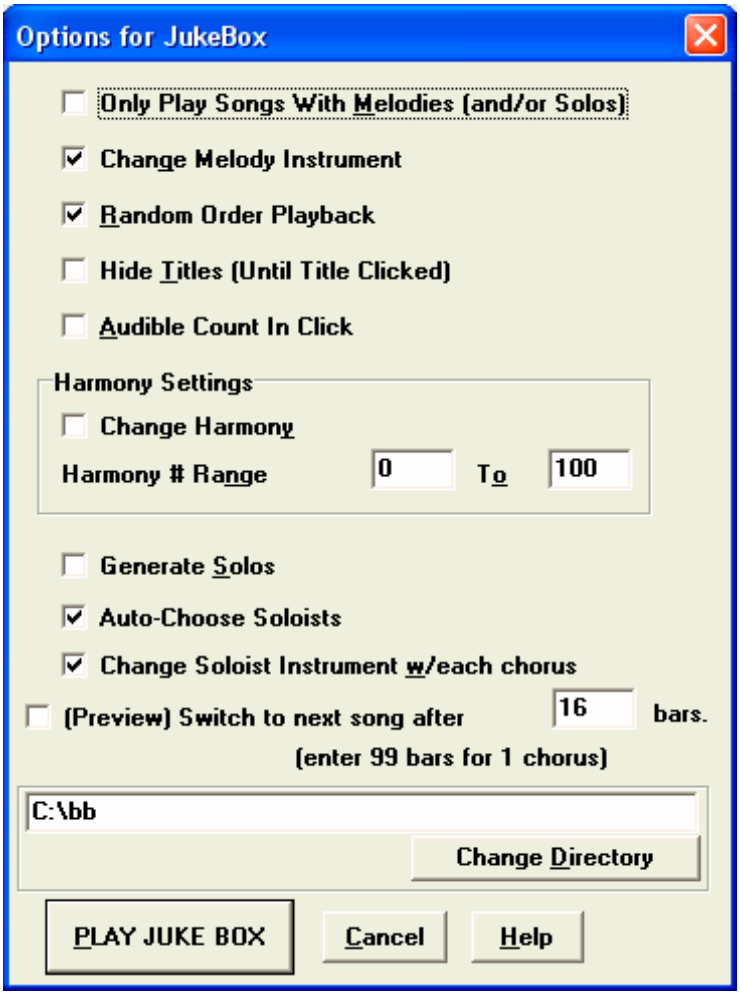


- The default settings for this feature can be customized by pressing the [Settings…] button.
- The Big Piano window displays a single track on the piano.
- The piano can be resized by dragging the bottom of the window to enlarge it vertically.
- The key of the song is displayed at the top.
- The range of the piano is set automatically (based on the actual notes in the track) to show the largest possible piano).
- The notes of the scale are circled on the piano, with the note names included.
- The root of the scale is colored in red. As the song plays, scale tones are colored green; other notes are colored yellow.
- The name of the note that the mouse cursor is over is highlighted at the top of the window. Clicking on the Big Piano plays a note (using the Thru part) and this can be recorded or sent to the Notation window when entering notation. You can select the track to use by clicking the [B|D|P|G|S|M|S] line of buttons.

Play the Jukebox

Use the Jukebox for continuous playback of a whole list of Band-in-a-Box songs. Click the [Juke] button to open the **Options for Juke Box** dialog.

The <- Juk button plays the previous song in the directory; the Juk -> button plays the next song in alphabetical order.



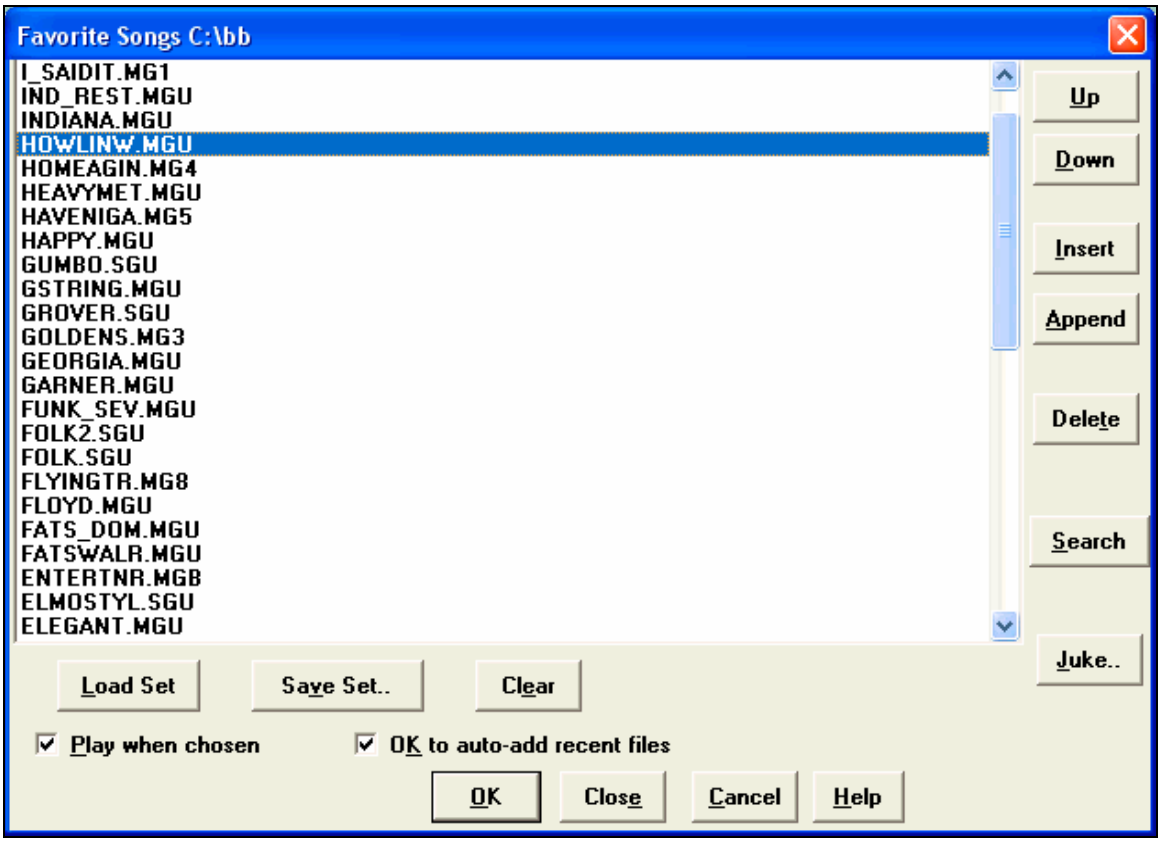
Band-in-a-Box Jukebox options dialog.

In the **Options for Juke Box** dialog you'll see a list of options that lets you control how the songs in the chosen directory are played.

Use the "Preview" feature to audition a complete directory of songs automatically by playing a part of each song and then moving on to the next one, or use the onscreen [<-Juk] and [Juk->] cursor buttons to navigate manually through the list of jukebox songs.

When you have chosen the options you want, click [PLAY JUKE BOX] to play all the songs in the selected directory folder.

In the main screen, click on the [F] button to open the **Favorite Songs** list and make your own custom set lists for the Jukebox.



- Songs can be added or removed from the list with the [Insert], [Append], and [Delete] buttons.
- Use the [Save Set..] button to save the list of selected songs.
- The [Load Set] button loads a saved list of songs.
- The [Juke..] button plays through the list of songs automatically, like a jukebox.

This is a great feature for saving a list of current song projects, or for performing a live set with Band-in-a-Box accompaniment.

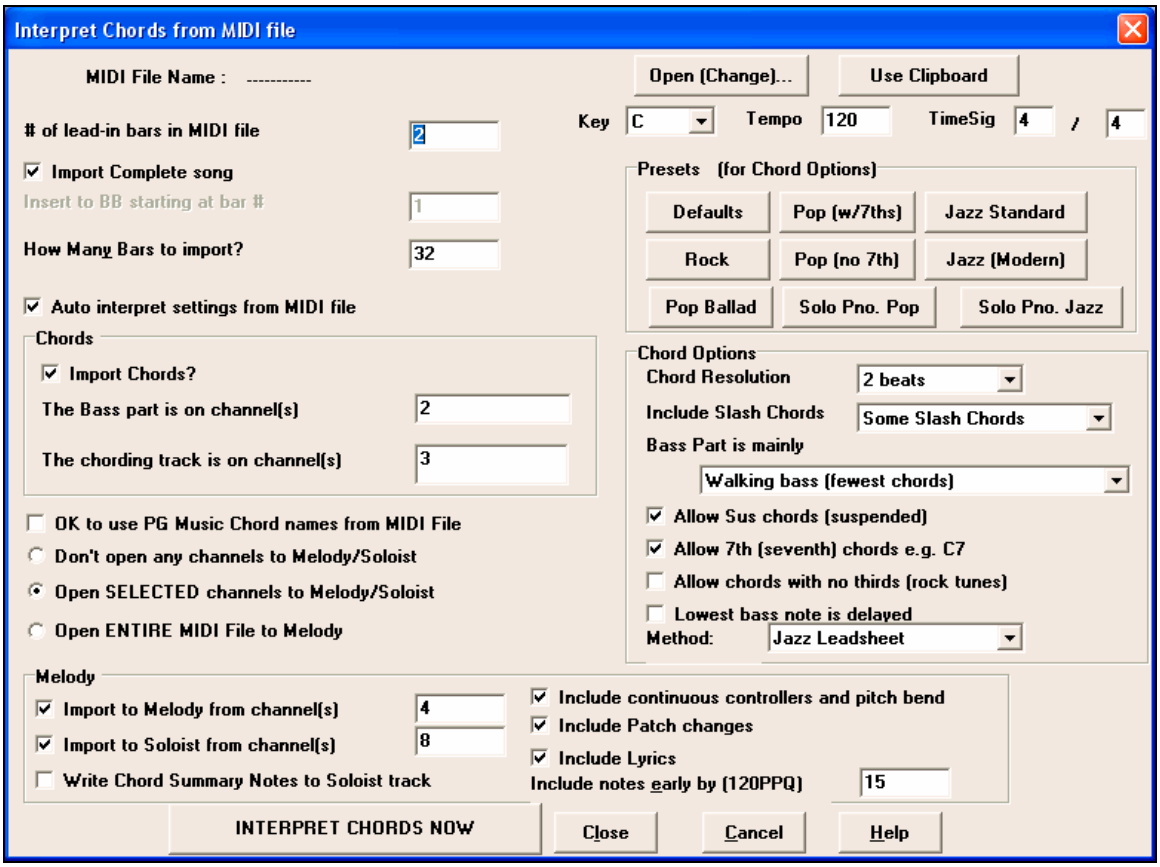
Import a MIDI File

With the amazing Band-in-a-Box Chord Wizard, you can convert any MIDI file into a Band-in-a-Box song, complete with Melody and Soloist parts. Then apply all of the powerful music making features of Band-in-a-Box to create new accompaniments, add harmonies, add soloing, and embellish the melody. And when you're finished, you can always resave your song as a MIDI file again.

MIDI File Chord Interpretation Wizard

You can open up any MIDI file in Band-in-a-Box, and Band-in-a-Box will automatically figure out the chords of the song for you. It automatically analyzes the MIDI file, figures out where the bass, piano, melody and other tracks are, and then figures out the chord changes for the song. The chords are written onto the Band-in-a-Box Chordsheet like any other song. You can also read tracks into the Melody and Soloist tracks.

To interpret a MIDI file, go to *File | Import Chords from MIDI file* or use the keystroke combination **Ctrl+Alt+I**. This launches the **Interpret Chords from MIDI file** dialog where either user settings or presets can be applied to specify how the chords should be interpreted.



You can open an entire MIDI file into Band-in-a-Box. The chords will get auto-interpreted by the Chord Wizard and the MIDI file will play and display on the Melody track. A "Silent" style will be loaded so you'll only hear the MIDI file. When the file is saved, the extension will be MGX, allowing you to easily identify the BB songs that you have that contain entire MIDI files.

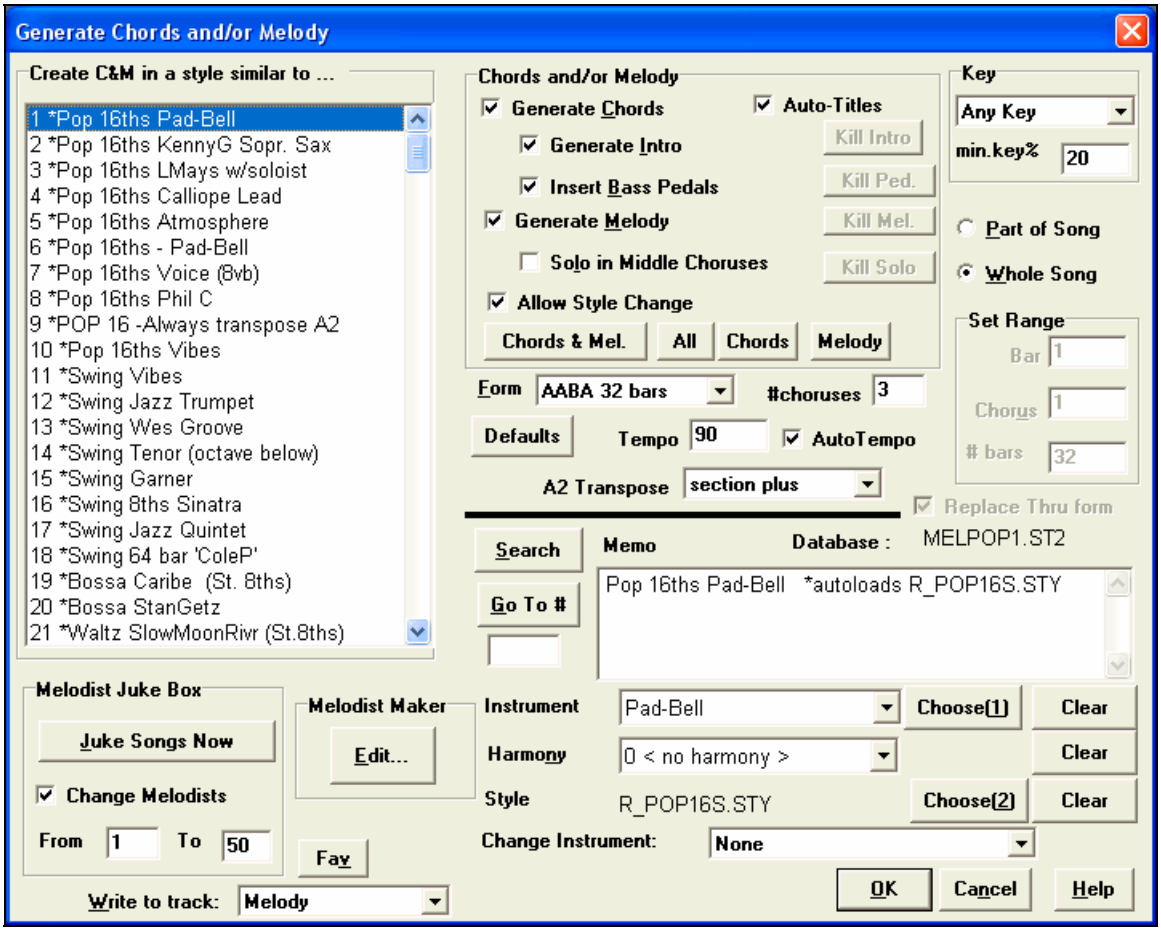
Automatic Songs - "The Melodist"

Feel like composing a brand new song? With Band-in-a-Box you can compose a new song, in the style of your choice complete with intro, chords, melody, arrangement, and improvisations, all created by the program! All you have to do is pick from one of the "Melodists" and press [OK] - the program then automatically generates the intro, chords, melody, and arrangement in the chosen style. It even auto-generates a title! You can go from nothing to a completed song in less than 1 second!

You can also auto-regenerate any part of a song and modify it to suit you. The Melodist will also generate a melody over an existing chord progression. A "Melodist Juke Box" mode creates and performs new compositions in succession.

Launching the Melodist

To launch the Melodist, press the [Melodist] button on the main screen, or use the **Shift+F5** hot keys.



Make Your Own Songs

Now that you see how much fun it is to play music with Band-in-a-Box, you'll be pleased to discover how easy it is to make songs of your own. This section shows you how with step-by-step instructions from start to finish.

Making a New Song

Clear the Chordsheet

Click on the [New] button to blank the Chordsheet.

Name the Song

Enter the title of the song by clicking in the title area and typing in the name.

Choose a Key

Click on the **Key Select List** and choose the key of your song instantly.

It's easy to change the key by simply selecting another key from the list. Click on "YES" when the program asks, "OK to transpose WorkSheet" and Band-in-a-Box will automatically transpose the entire song into the chosen key.

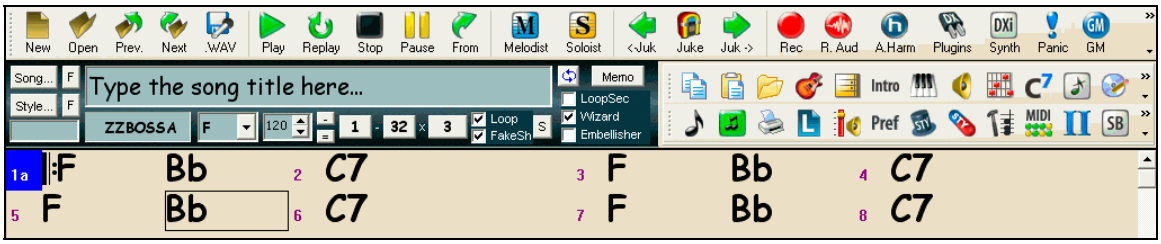
Type in the Chords

Chord Box

The chords we will enter are F, Bb, and C7. Mouse click on the first cell in the Chordsheet and type f. The letter f will appear in the chord box. Press the **Enter** key to enter the chord F on the first beat of bar one. The **Enter** key advances the chord cell ½ bar at a time, i.e., 2 beats in 4/4 time. Next, type the letters bb and press **Enter** to put a Bb chord on beat three of bar one. The highlight cell will advance to bar two, type c7 and press **Enter**.

> **Tip:** A chord can be entered on each beat. To enter two chords in the highlight cell type a comma between the two chord names as shown in the example above.

This song will have no intro, and the chorus will be 32 bars long. The chord sheet we want to end up with will look like this:

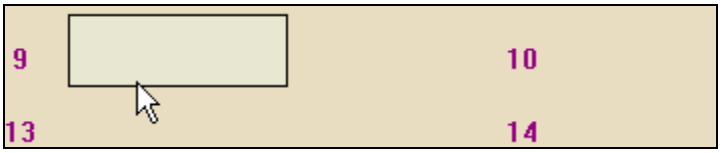


Chordsheet and Song Title window with chords and song settings.

Copying and Pasting Chords

Since many songs repeat the same sequence of chords throughout, a faster method to enter a song into Band-in-a-Box is to COPY and PASTE the repeating chords. Highlight a section of chords by dragging the mouse over them while holding the left mouse button. The area will be highlighted in black.

Press **Ctrl+C**, or select the *Edit* | *Copy* menu item. The highlighted area will be copied to the Windows clipboard. It can then be pasted back into the Chordsheet at any location, and reused as many times as you like.

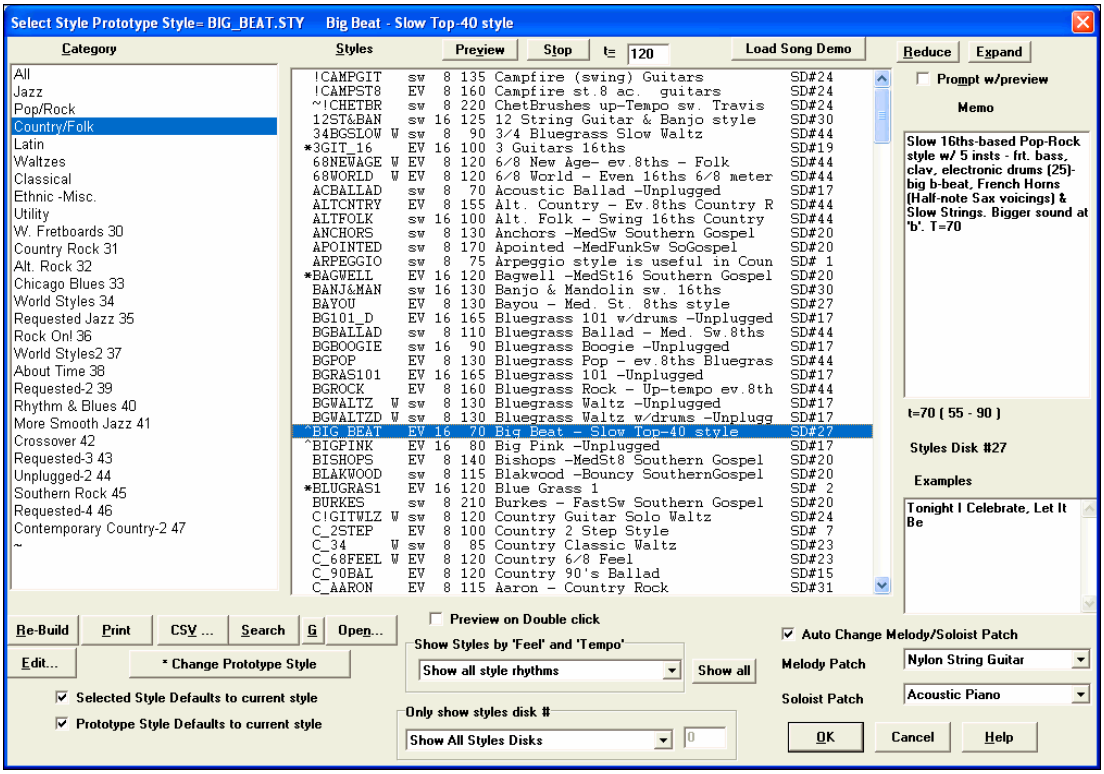


Use the arrows keys or the mouse to move the highlight cell to the destination bar where you want to paste the chords.

Paste the copied section with press **Ctrl+V** command, or select the *Edit* | *Paste* menu item. The chords will then appear at the new location.

Choose a Style

Pressing the [Style] button will open the **Select Style** dialog box where you can choose from the hundreds of available styles.


Select Style Prototype Style= BIG_BEAT.STY Big Beat - Slow Top-40 style
Category
Styles
Preview
Stop
t= 120
Load Song Demo
Reduce
Expand
Prompt w/preview
Memo
Slow 16ths-based Pop-Rock style w/ 5 insts - frt. bass, clav, electronic drums (25)- big b-beat, French Horns (Half-note Sax voicings) & Slow Strings. Bigger sound at 'b'. T=70
t=70 (55 - 90)
Styles Disk #27
Examples
Tonight I Celebrate, Let It Be
All
Jazz
Pop/Rock
Country/Folk
Latin
Waltzes
Classical
Ethnic -Misc.
Utility
W. Fretboards 30
Country Rock 31
Alt. Rock 32
Chicago Blues 33
World Styles 34
Requested Jazz 35
Rock On! 36
World Styles2 37
About Time 38
Requested-2 39
Rhythm & Blues 40
More Smooth Jazz 41
Crossover 42
Requested-3 43
Unplugged-2 44
Southern Rock 45
Requested-4 46
Contemporary Country-2 47
!CAMPGIT sw 8 135 Campfire (swing) Guitars SD#24
!CAMPST8 EV 8 160 Campfire st.8 ac. guitars SD#24
~!CHETBR sw 8 220 ChetBrushes up-Tempo sw. Travis SD#24
12ST&BAN sw 16 125 12 String Guitar & Banjo style SD#30
34BGSLOW W sw 8 90 3/4 Bluegrass Slow Waltz SD#44
*3GIT_16 EV 16 100 3 Guitars 16ths SD#19
68NEWAGE W EV 8 120 6/8 New Age- ev.8ths - Folk SD#44
68WORLD W EV 8 120 6/8 World - Even 16ths 6/8 meter SD#44
ACBALLAD sw 8 70 Acoustic Ballad -Unplugged SD#17
ALTCNTRY EV 8 155 Alt. Country - Ev.8ths Country R SD#44
ALTFOLK sw 16 100 Alt. Folk - Swing 16ths Country SD#44
ANCHORS sw 8 130 Anchors -MedSw Southern Gospel SD#20
APOINTED sw 8 170 Apointed -MedFunkSw SoGospel SD#20
ARPEGGIO sw 8 75 Arpeggio style is useful in Coun SD# 1
*BAGWELL EV 16 120 Bagwell -MedSt16 Southern Gospel SD#20
BANJ&MAN sw 16 130 Banjo & Mandolin sw. 16ths SD#30
BAYOU EV 8 130 Bayou - Med. St. 8ths style SD#27
BG101_D EV 16 165 Bluegrass 101 w/drums -Unplugged SD#17
BGBALLAD sw 8 110 Bluegrass Ballad - Med. Sw.8ths SD#44
BGBOOGIE sw 16 90 Bluegrass Boogie -Unplugged SD#17
BGPOP EV 8 130 Bluegrass Pop - ev.8ths Bluegras SD#44
BGRAS101 EV 16 165 Bluegrass 101 -Unplugged SD#17
BGROCK EV 8 160 Bluegrass Rock - Up-tempo ev.8th SD#44
BGWALTZ W sw 8 130 Bluegrass Waltz -Unplugged SD#17
BGWALTZD W sw 8 130 Bluegrass Waltz w/drums -Unplugg SD#17
^BIG_BEAT EV 16 70 Big Beat - Slow Top-40 style SD#27
^BIGPINK EV 16 80 Big Pink -Unplugged SD#17
BISHOPS EV 8 140 Bishops -MedSt8 Southern Gospel SD#20
BLAKWOOD sw 8 115 Blakwood -Bouncy SouthernGospel SD#20
*BLUGRAS1 EV 16 120 Blue Grass 1 SD# 2
BURKES sw 8 210 Burkes - FastSw Southern Gospel SD#20
C!GITWLZ W sw 8 120 Country Guitar Solo Waltz SD#24
C_2STEP EV 8 100 Country 2 Step Style SD# 7
C_34 W sw 8 85 Country Classic Waltz SD#23
C_68FEEL W EV 8 120 Country 6/8 Feel SD#23
C_90BAL EV 8 120 Country 90's Ballad SD#15
C_AARON EV 8 115 Aaron - Country Rock SD#31
Re-Build
Print
CSV ...
Search
G
Open...
Edit...
* Change Prototype Style
Preview on Double click
Show Styles by 'Feel' and 'Tempo'
Show all style rhythms
Show all
Selected Style Defaults to current style
Prototype Style Defaults to current style
Only show styles disk #
Show All Styles Disks
0
Auto Change Melody/Soloist Patch
Melody Patch
Nylon String Guitar
Soloist Patch
Acoustic Piano
OK
Cancel
Help

Load Previous Style, Load Next Style.
This function, analogous to the Load Next Song function, loads in the previous (or next) style in alphabetical order of the file name. These functions are found in the *Styles* menu, or with the hot keys **Ctrl+Alt+Shift+F8** (or **Alt+Shift+F8**).

"Framing" the Song
Framing a song designates the first and last bars of each chorus and the number of choruses Band-in-a-Box will play before playing the standard 2 bar ending.

Here we have selected bar one to be the first bar of the chorus and bar 32 to be the last. The chorus will play three times, jumping to the two bar ending the third time through.

With the "Loop" checkbox enabled the entire song will keep repeating until stopped. (This is a different feature from the "LoopSec" checkbox, which loops a selected section of the song.) The "FakeSh" checkbox is for a "fake sheet" style of chordsheet display with 1st and 2nd endings and repeats.

The [S] button opens the **Song Settings** dialog for additional settings such as endings, tags, style variations, pushes, rests, and chord embellishments.

Set the tempo
The tempo is displayed on the main screen under the title with a default setting of 120 beats per minute.

Let's set the tempo to 160 beats per minute (bpm). Click the mouse on the arrow buttons to adjust the tempo.

- LEFT mouse click to change by 5 beats per minute at a time.
- RIGHT mouse click to change by 1 beat per minute at a time.

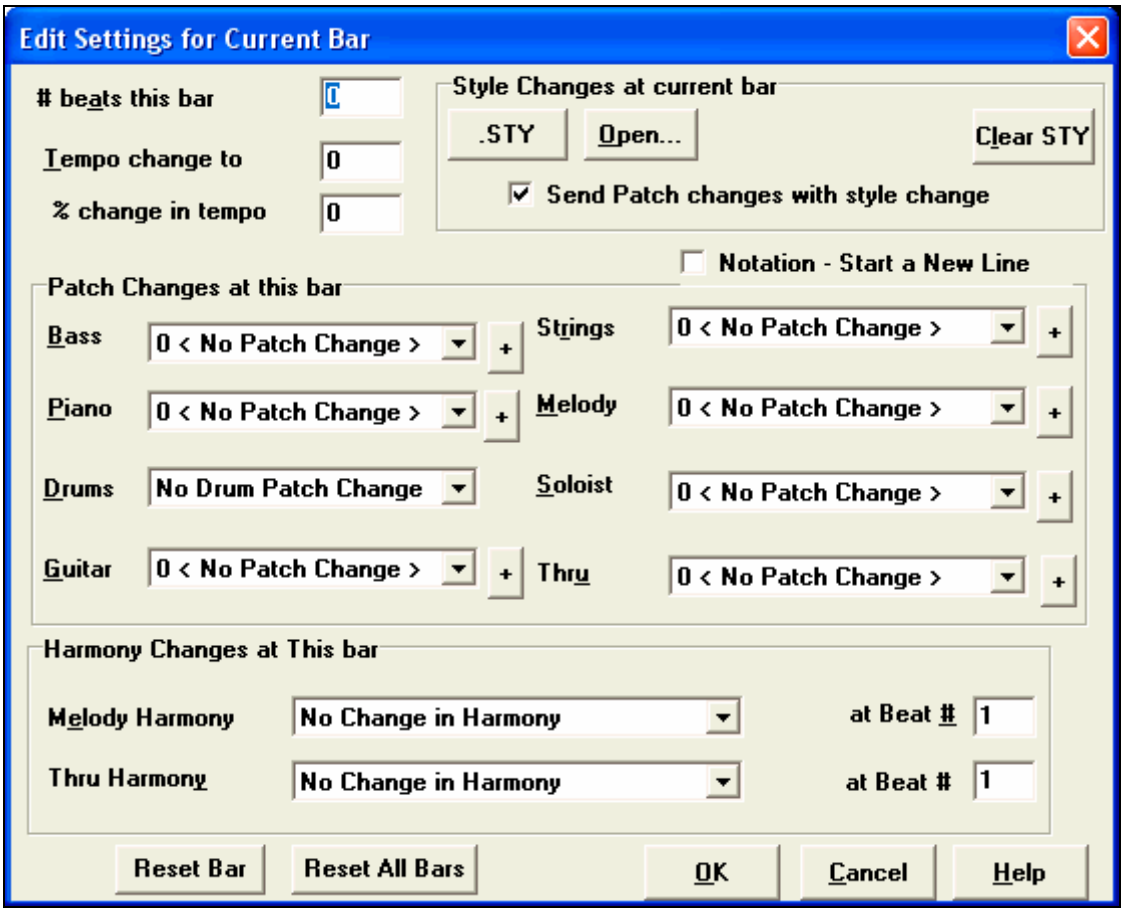
You can quickly enter a specific tempo for the song by clicking on the tempo (hot key is **Ctrl+Alt+T**, or menu item *Play* | *Tempo* | *Set Tempo…*), and a dialog will open up allowing you to type in a tempo. Similar dialogs are available for Volume, Panning, Reverb, Chorus, and Bank settings.

Tap the tempo
Not sure of the tempo for your song? Tap it in real time on either the minus [-] key or the equals [=] key on your computer keyboard. Four taps on the minus key sets the tempo, four taps on the equals key sets the tempo and starts

the song playing. This can also be done by clicking the mouse on the onscreen [-] and [=] buttons to the right of the tempo box.

Finishing the Song Arrangement

Use the powerful musical intelligence of features like the Harmonies and the Soloist to add the final touches to your song. The **Edit Settings for Current Bar** dialog (**F5** function key) lets you fine tune your arrangement by changing patches, styles, harmonies, tempo, and meter anywhere in the song.



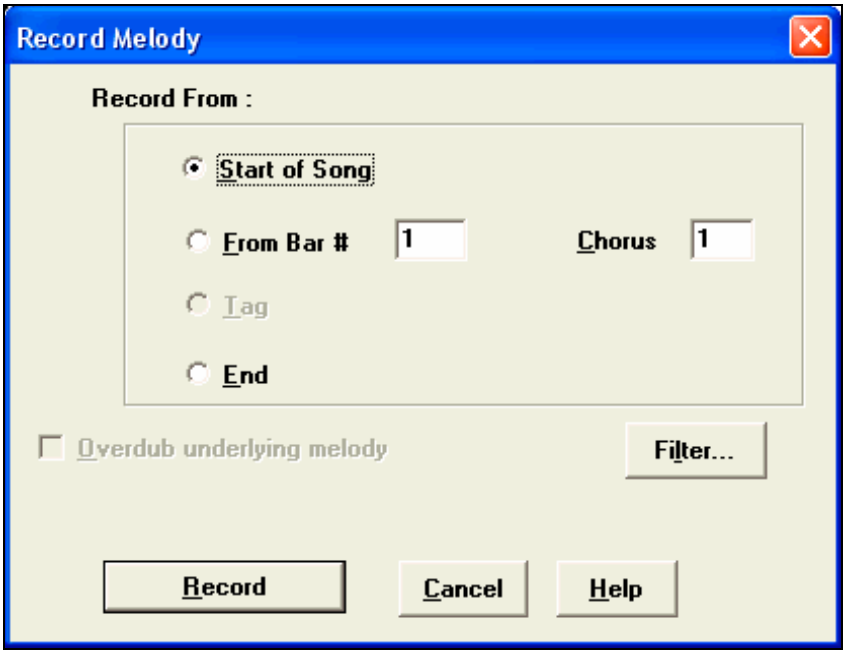
Add variations in the Edit Settings for Current Bar dialog.

Record a Melody

Band-in-a-Box has two built-in sequencer tracks so you can record and edit your own melodies or solos. These tracks are recorded from a MIDI keyboard (or other MIDI controller) connected to Band-in-a-Box by your MIDI driver.

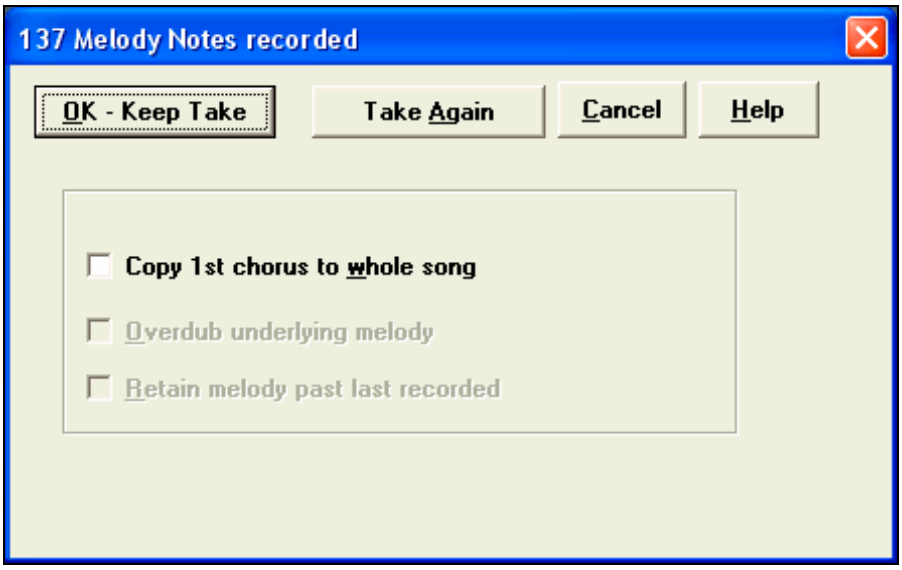
If you want a metronome to play while you are recording, you can select it in the *Opt.* | *Preferences* dialog. You can even have a visual metronome if you like.

Press the [Rec] toolbar button to begin recording. This launches the **Record Melody** dialog box, which prompts you to set the position (bar and chorus) where you wish to start recording.



Pressing the [Record] button will start Band-in-a-Box recording what you play on the Thru track. An audible count-in is played prior to recording.

You can punch in/out, overdub, record directly to the ending or the tag, and use the filter to choose which MIDI events are recorded.



Once you have completed recording your melody, Band-in-a-Box will ask you if you would like to keep the take and if you would like to copy the recorded chorus to the whole song.

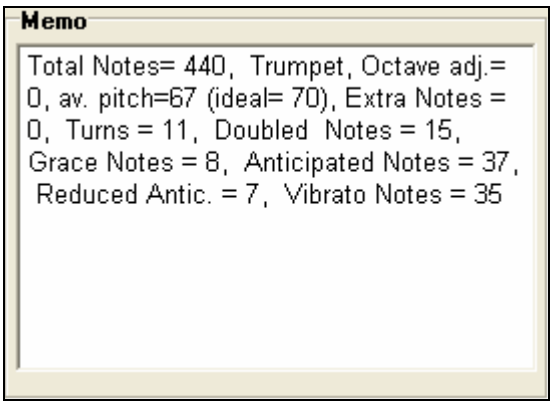
Tip: Looking for inspiration? At the click of a button, the Band-in-a-Box Melodist will write entire new songs from scratch, complete with Chords, Intro, Melody, Solo, Ending, and even an original Title. Or you can enter your own chord changes and let the Melodist create a new melody over them. There are more than 100 Jazz, Pop, Rock, Latin, Country, and Classical melody styles.

Embellishing the Melody

When musicians see a Lead Sheet that has a melody written out, they almost never play it exactly as written. They change the timing to add syncopation, change durations to achieve staccato or legato playing, add grace notes, slurs, extra notes, vibrato, and other effects. Now you can have Band-in-a-Box do these automatically using the Embellisher.

If you enable the Embellisher, any Melody will be embellished as it is played so that you hear a livelier and more realistic Melody - and it's different every time.

The Embellisher button opens the **Melody Embellisher** dialog with many user options to control the embellishment settings. The Embellisher Presets allow you to choose a combination of common settings for the Embellisher quickly.


Memo
Total Notes= 440, Trumpet, Octave adj.= 0, av. pitch=67 (ideal= 70), Extra Notes = 0, Turns = 11, Doubled Notes = 15, Grace Notes = 8, Anticipated Notes = 37, Reduced Antic. = 7, Vibrato Notes = 35

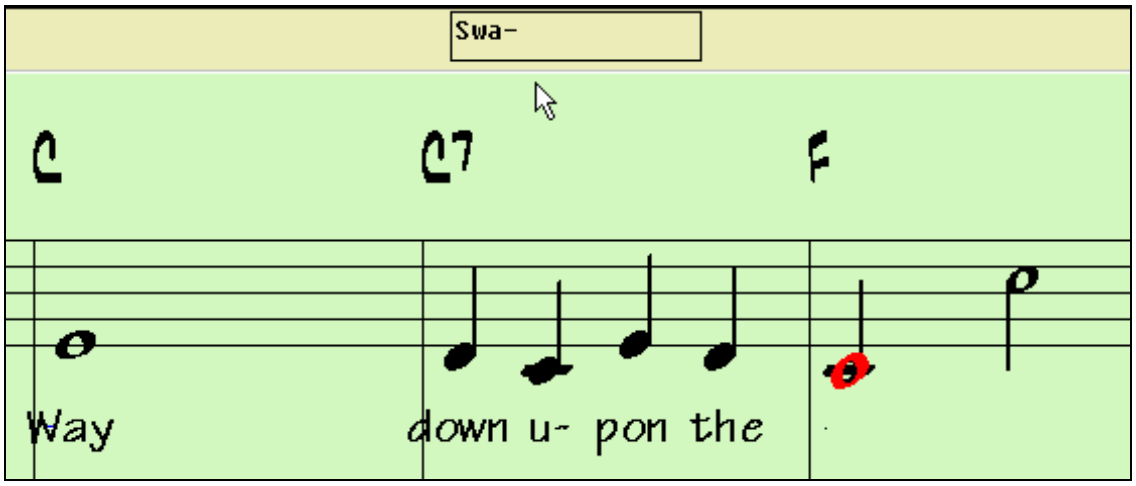
The Embellisher Memo describes the current embellishment, with statistics counting the number of embellished notes.

Adding Note-Based Lyrics to Your Song

Open the Notation window by pressing the notation button.

Press the [L] button on the Notation toolbar. The Lyric Edit window opens up and the current note is highlighted. In this example, lyrics have already been entered in bars 1 and 2, and the first note of bar three is highlighted. The first syllable of the word "Swanee" has been typed in the lyric box.

Now by pressing [Enter] or [Tab] "Swa –" will be entered under the highlighted note and the highlight will automatically advance to the next note.



Viewing the Lyrics

The big [L] button in the user configurable toolbar opens the Big Lyrics/Karaoke window. The font and colors are selectable, you can show or hide the chords, and words highlight as the music plays.

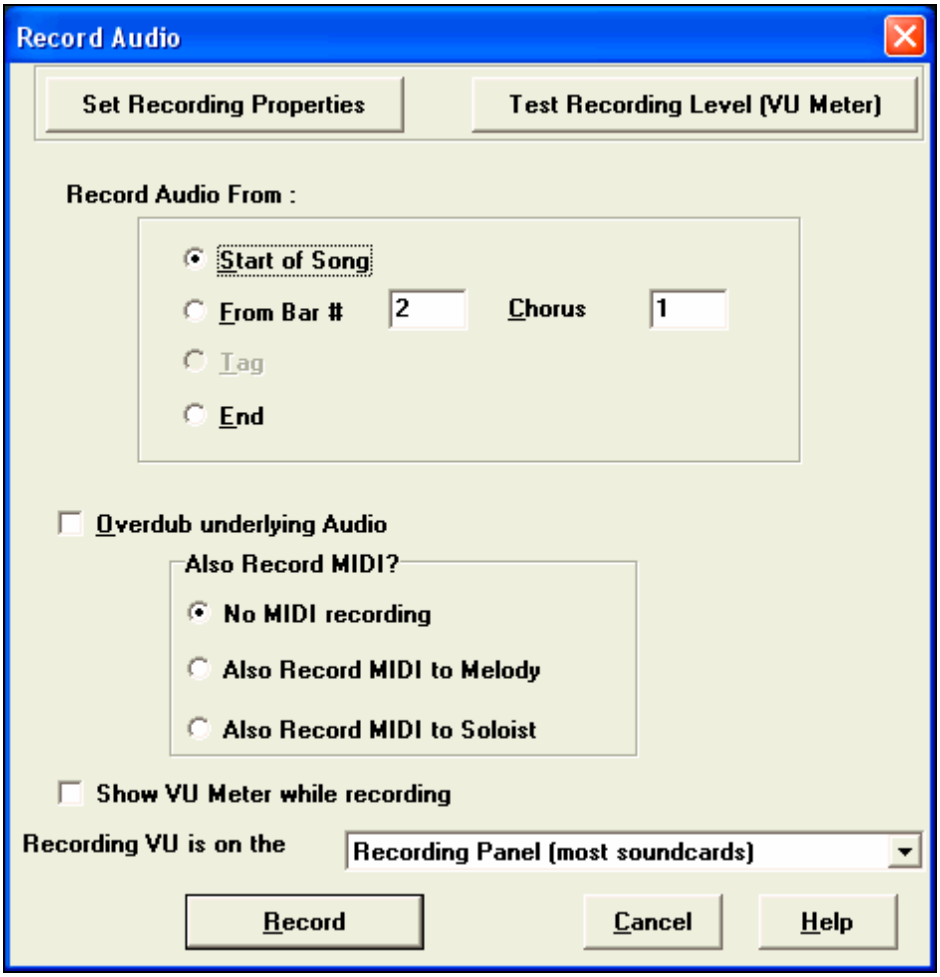
Record a Vocal or Any Live Instrument

The digital audio capability offered in Band-in-a-Box enables you to combine MIDI music with live digital audio recordings of voice and live instruments in a fully produced arrangement. It also offers the ability to render a MIDI or MIDI+ audio composition into a single digital audio wave file. This file can then be converted into a CD audio or streaming Internet audio file.

To start, plug your instrument or microphone into the computer's sound card. The Line Out from electronic instruments or amplifiers can be plugged directly into the Line In jack. To record your voice, or an acoustic instrument such as a flute, plug a microphone into the Mic jack.

If you have a Sound Blaster card, this button is used to select the Microphone input and/or Line In input to record digital audio. The Windows mixer Record settings can also be used.

Open the **Record Audio** dialog box with the [R. Aud] button. This dialog box lets you set the parameters for the recording session.

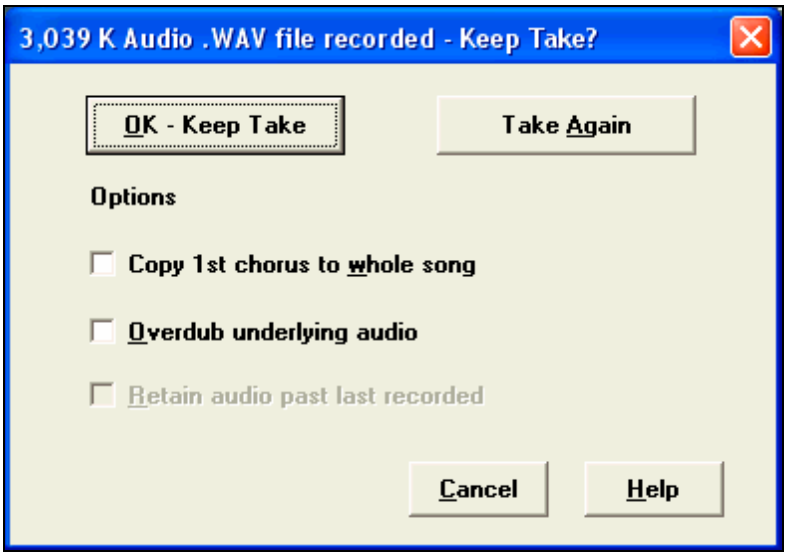


You can adjust recording levels from this dialog with the [Set Recording Properties] button.

Once you have set the recording properties and tested the recording input levels, recording is easy. Simply tell Band-in-a-Box the place in the song where you want to start recording, whether or not you want to record the MIDI data along with your acoustic instrument, and press [Record]. If you choose to start recording from the beginning of the song, Band-in-a-Box will start with a lead-in count before the music starts playing. If you are starting from elsewhere in the song recording starts instantly.

Press the **Esc** key or click on [Stop] to stop recording. Band-in-a-Box will prompt you to keep the take or take again.

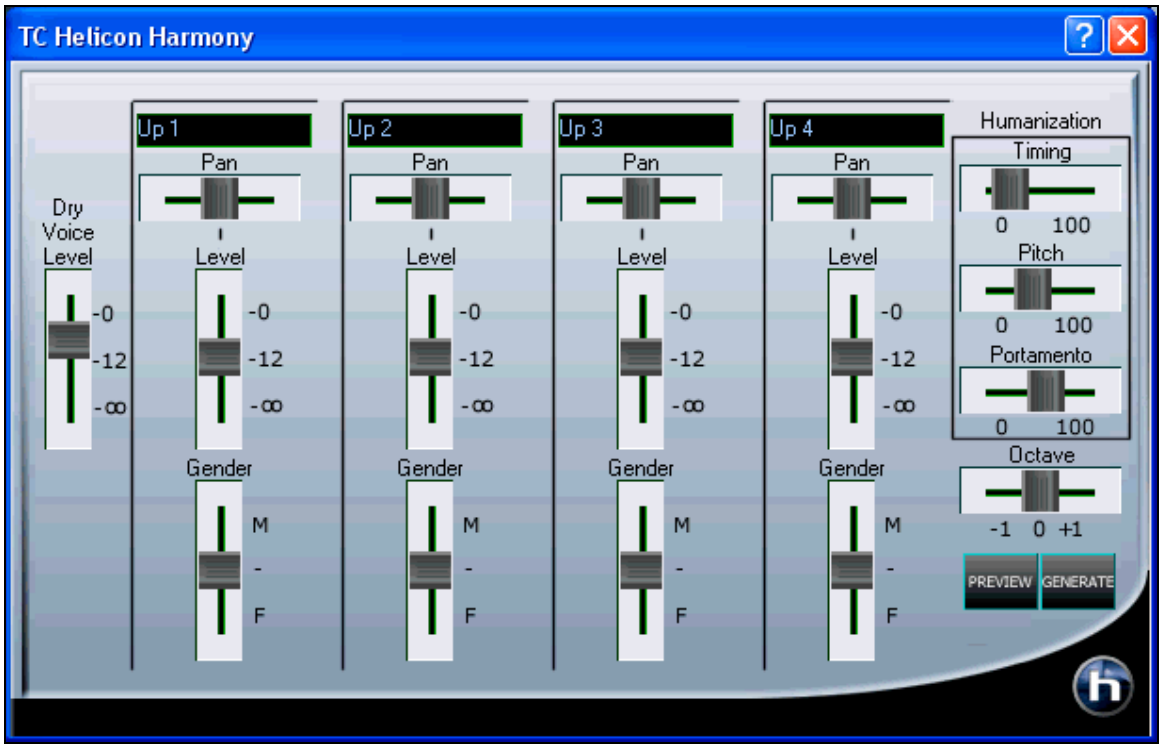
When you get a take you like, press the [OK – Keep Take] button to save your recording. Use the Options to record one Chorus and then copy it to the whole song, to overdub underlying audio on the track, and to retain audio past the new take just recorded (punch out).



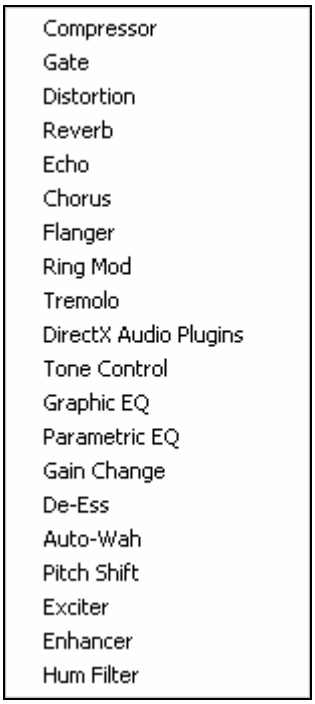
Add Audio Harmonies

You can apply a harmony to the audio part – allowing you to automatically create up to 4 part vocal harmonies from your singing. And don't worry if your singing is not in perfect tune, Band-in-a-Box can now "fix" vocals to the correct pitch - automatically! Band-in-a-Box generates the harmonies using the world-leading TC-Helicon Vocal Technologies engine. Once you have recorded a vocal part into Band-in-a-Box, you can use this feature in many ways, including:

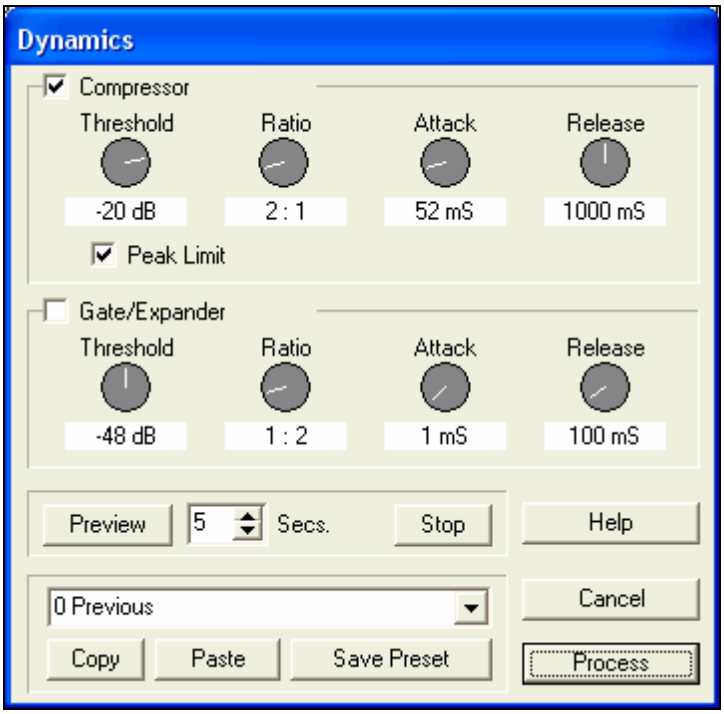
- Record yourself singing into a Band-in-a-Box file. Create a vocal harmony for part or all of the song by selecting a Band-in-a-Box harmony and choosing the Generate Audio Harmonies option (Harmony | Audio Harmonies & Pitch Tracking or Audio | Audio Harmonies & Pitch Tracking). You can now hear yourself singing in perfect harmony!
- Did you hit a few "out-of-tune" notes when you recorded your singing to Band-in-a-Box? Fixing your "out-of-tune" singing is easy, by instructing the program to correct the pitches to the Melody track.



Add Audio Effects



You can add professional audio effects like reverb, echo, and compression by choosing a plug-in from the Audio menu (*Audio | Plug-in)*. Band-in-a-Box comes with a large selection of high quality audio effects built-in, and DirectX plug-ins are supported.



The plug-ins apply audio effects or utilities such as compression to the already recorded audio part. A typical plug-in dialog is shown. The [Preview] button will play a short sample of the processed track, and the *Edit | Undo* command will restore the original track if applied before another edit is performed.

Press the [Play] button to hear your results!

Saving Your Work

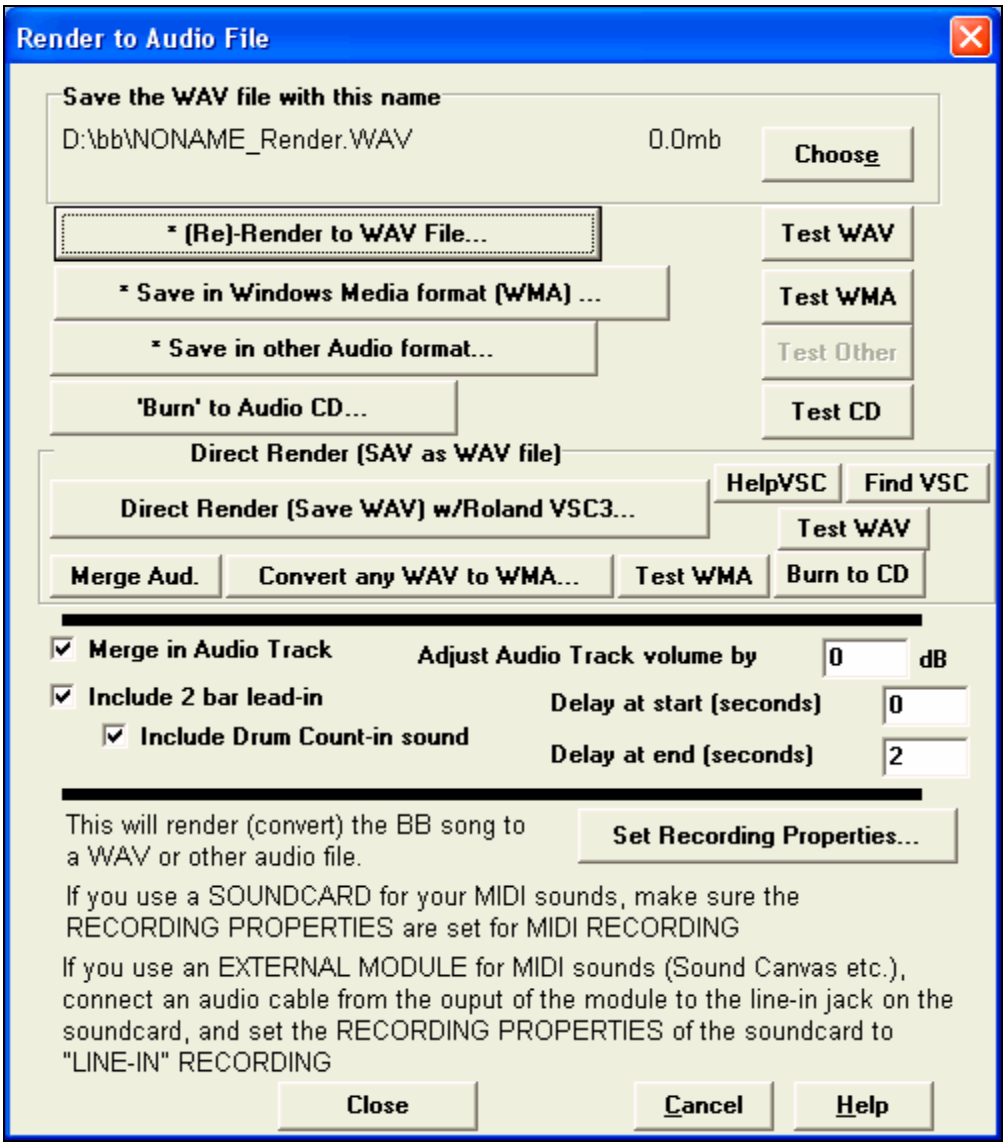
Now that you have produced a great sounding song, it is time to save it as a Band-in-a-Box file, as a MIDI file, a Karaoke file, or as an audio wave file.

The [Save] button saves your song in Band-in-a-Box format. Band-in-a-Box accompaniments are saved with the file extension *.sgu. If a melody has been recorded the file extension will be *.mgu. The audio track, if present, is saved as an associated wave file with the song name and the extension *.wav.

The [.MID] button will save your file in Standard MIDI File format. These files can be played in any MIDI file player.

If you have recorded an acoustic instrument, Band-in-a-Box can render the MIDI data to a wave file (*.wav) and merge it with your live audio recording to produce a complete digital audio file.

Press the [.WAV] button and Band-in-a-Box will render the song arrangement to an audio wave file.


Render to Audio File
Save the WAV file with this name
D:\bb\NONAME_Render.WAV
0.0mb
Choose
* (Re)-Render to WAV File...
Test WAV
* Save in Windows Media format (WMA) ...
Test WMA
* Save in other Audio format...
Test Other
'Burn' to Audio CD...
Test CD
Direct Render (SAV as WAV file)
HelpVSC
Find VSC
Direct Render (Save WAV) w/Roland VSC3...
Test WAV
Merge Aud.
Convert any WAV to WMA...
Test WMA
Burn to CD
Merge in Audio Track
Adjust Audio Track volume by
0
dB
Include 2 bar lead-in
Delay at start (seconds)
0
Include Drum Count-in sound
Delay at end (seconds)
2
This will render (convert) the BB song to a WAV or other audio file.
Set Recording Properties...
If you use a SOUNDCARD for your MIDI sounds, make sure the RECORDING PROPERTIES are set for MIDI RECORDING
If you use an EXTERNAL MODULE for MIDI sounds (Sound Canvas etc.), connect an audio cable from the ouput of the module to the line-in jack on the soundcard, and set the RECORDING PROPERTIES of the soundcard to "LINE-IN" RECORDING
Close
Cancel
Help

The **Render to Audio File** dialog box permits you to save your file as either a wave file (*.wav) or a Windows Media Audio (*.wma) file to upload to the Internet or e-mail to a friend.

You can direct render “MIDI only” songs into high quality wave files with the Roland VSC3. The MIDI parts are converted directly to audio without being rendered (recorded) in real time, usually in just a few seconds.

Burn Your Own Audio-CD

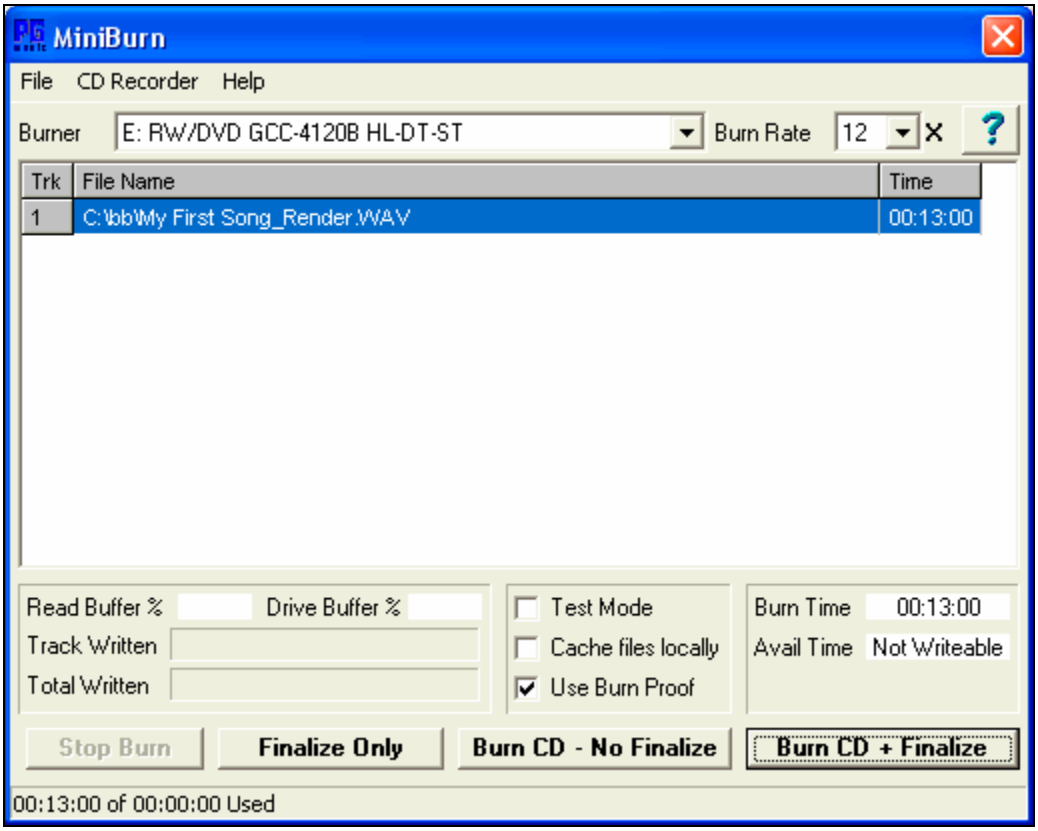
You can burn your Band-in-a-Box composition directly to an audio CD. The resulting CD will play in any standard CD player.

To burn your CD:

Press the [.WAV] button to open the **Render to Audio File** window. Then press the [Burn to Audio CD] button. This renders the file to a stereo wave file, and then launches **MiniBurn**, the built-in CD burner application in Band-in-a-Box. The song just rendered will be listed in the burn list.

You can add other files to the list to make up a full CD, or choose [Burn CD - No Finalize] to allow other files to be burned to the CD later. The CD will not be playable until finalized.

Note: This feature requires that you have a CD-R or CD-RW drive. If your drive is not recognized by MiniBurn then you should burn the rendered .WAV file to CD using the software supplied with the CD drive.



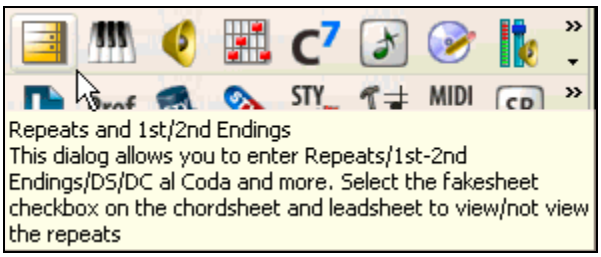
Congratulations!

You can now produce a complete song in Band-in-a-Box with a Melody, Solo, Harmonies, plus an audio track with harmonies and professional effects. You can print out beautiful notation in a stylish Jazz font, complete with chord symbols, lyrics and your own text markers and annotations. And you can save your song in either MIDI or audio form for playback from your computer, over the Internet, or from an audio CD. You're on your way to making lots of great music with Band-in-a-Box.

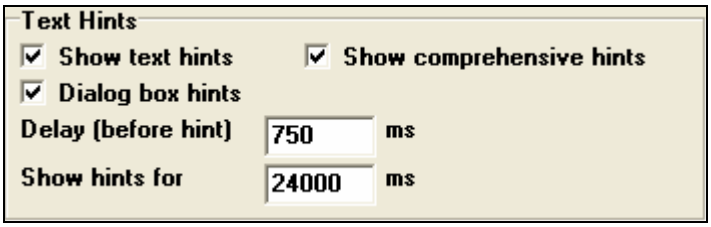
Chapter 6: Band-in-a-Box PowerGuide

This chapter is a guide to the advanced settings in Band-in-a-Box. Any user can use these settings to quickly and easily become a Band-in-a-Box power user.

Descriptive Hints


Repeats and 1st/2nd Endings
This dialog allows you to enter Repeats/1st-2nd Endings/DS/DC al Coda and more. Select the fakesheet checkbox on the chordsheet and leadsheet to view/not view the repeats

The pop-up hints make it "too easy" to become a power user. They are comprehensive fly-by hints that appear when you move over an item, including hints for the dialog boxes and various windows. Go to *Opt.* | *Preferences* or select the [Pref] button to open the **Preferences** dialog and set the type of hints to display and to set the time delay and duration. Set a longer delay if you find that the hints are popping up too often and getting in your way.



Opening Files

File Associations

Go to the menu item *File* | *File Utilities* to associate the file types for Band-in-a-Box songs and styles in Windows. Once set, this means that you can double click on a song or style and Band-in-a-Box will open up with that song or style.

Choose the menu items *File* | *File Utilities* | *Associate File types (songs, styles) with Windows…* to associate the Band-in-a-Box file types, and *Remove File Associations (songs, styles) with Windows…* to remove the associations.

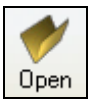
Custom File Selection Dialog

The custom **Open File** dialog opens if you press **Ctrl+Shift+F3** to load a song. You can make it the default dialog if you go to *Opt.* |

Preferences and select "Use custom filename dialog" under the Environment Options in the **Preferences** dialog. Then the [Open] button, or the menu command *File* | *Open*, or the **F3** key will launch the custom **Open File** dialog.

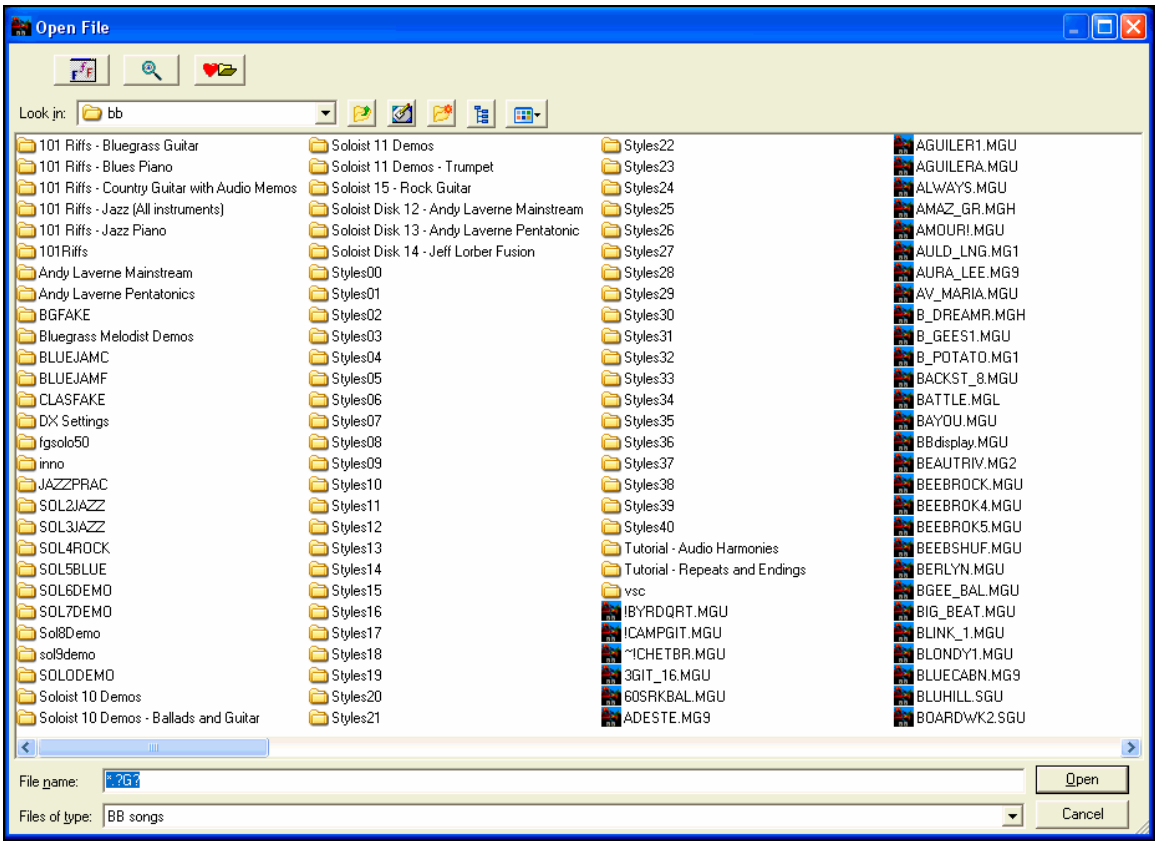
File | Favorite Folders

By opening a song using the "Favorite Folder-Open Song," you first select the folder from a list of recently used folders, and then you can directly open the song from that folder. This allows you to quickly find a song in another folder.



Hold the **Shift** key as you click the [Open] button. This will launch the **Favorite Folders** dialog, allowing you to pick the folder. This saves you the time needed to navigate through the Explorer-style folder choice, which can be time consuming if you're hopping back and forth between folders.

Similarly, **Shift-clicking** on the [Save As] button will allow you to choose a favorite folder prior to seeing the **Save As** dialog.



The custom **Open File** dialog has several advantages over the traditional Windows dialogs:

- The window is much bigger than the traditional one, allowing more room.
- There is a selectable font size and typeface.
- You can adjust the widths of the various columns.
- The Window remembers your settings.
- There are tabs at the top that allow sorting by name, date etc.
- Additional information is displayed (file size, time of file).
- You can open a song without typing the extension. For example, to open the song MySong.MGU you just have to type MySong, without MGU.

The Font Selection button lets you pick a font, size, and style for the dialog from any of the fonts installed in Windows.

The Search button allows you to search for a file by its name or part of a name.

The Favorite Folders button remembers the last few directories that you've used, allowing you to easily change between directories.

Chord Entry

The most common way of entering a song in Band-in-a-Box is by typing in the chords. Up to 4 chords per bar may be entered.

Chords are commonly typed-in using standard chord symbols (like C or Fm7 or Bb7 or Bb13#9/E), but you can enter them in any of the supported chord symbol display formats - Roman Numerals, Nashville Notation, and Solfeggio.

For example, type c6 to get the C6 chord. Note that you should never have to use the **Shift** key, as Band-in-a-Box will sort this out for you.

- Use b for a flat, e.g. Ab7.

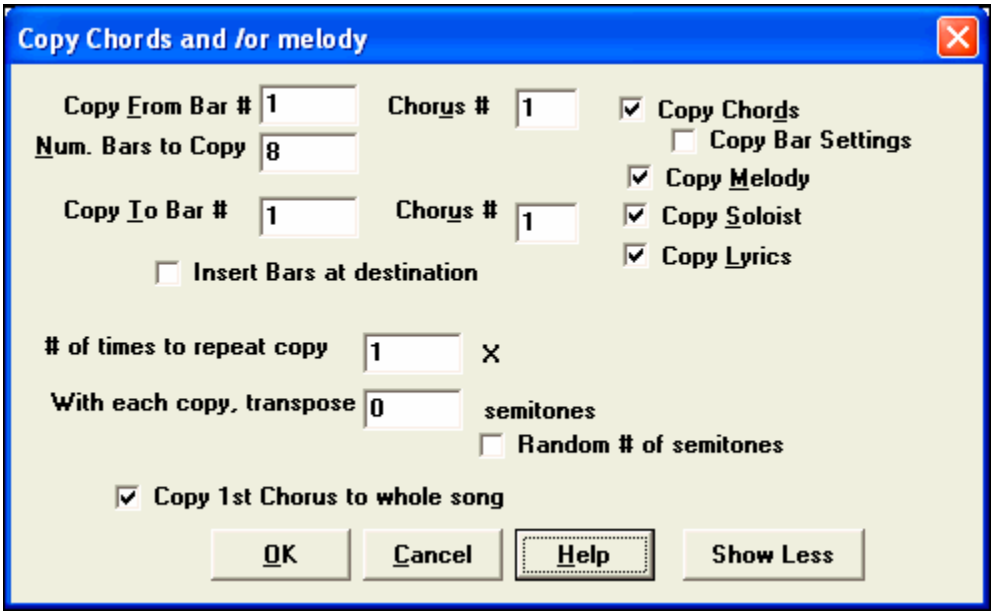
- Use 3 for a sharp #, e.g. for F#7 type f37.
- Use / for slash chords with alternate roots, e.g. C7/E (C7 w/E bass).
- Use a **comma** to separate the ½ bar, enabling you to enter 2 chords in a cell. In the example below, we would type Ab9,G9 to get the 2 chords in the cell on beat 3 and 4 of bar 2.

Note: We're able to type A7#9 as "a739" because Band-in-a-Box knows to use the uppercase of the 3, which is #. The > indicates a carriage return, or the **Enter** key.

You can also enter chords from an external MIDI keyboard using the *Window | MIDI chord detection…* feature. Play the chord on the keyboard, then press **Ctrl+Enter** to insert the chord into the chordsheet on the first beat of the current chord cell, i.e., beat 1 or beat 3 of the bar. Use **Ctrl+Shift+Enter** to insert the chord on the next beat, i.e., beat 2 or beat 4 of the bar.

Copy and Pasting Section of Chords

One of the best ways to copy chords is by pressing **Alt+C**, which launches the **Copy Chords and/or melody** dialog.



This allows you to copy chords/ melody/ soloist/ lyrics for a range of bars by entering the From and To locations and the number of bars to copy. Select the checkboxes for the items you want to include in the copy.

Insert Bars at destination

If selected prior to the Copy bars will be inserted onto the Chordsheet at the destination chosen.

# of times to repeat copy

If set to more than one, multiple copies will be made, optionally with transpositions on each copy. These are all applied to the first chorus only.

With each copy, transpose ___ semitones

If more than one copy is selected, this will transpose the song with each copy. This is most useful when wanting to learn a short phrase ("riff") in different keys, or modulating a section of a song.

Random # of semitones

This will transpose the copy a random transposition and would be useful for advanced students who are trying to master a riff or phrase in all keys.

Copy 1st Chorus to whole song

If set, this will apply any of the copying commands in this dialog to all choruses of the song, not just chorus #1.

This button toggles between [Show More] and [Show Less], depending on whether just the basic functions or all Copy functions are displayed.

Copying chords to the clipboard.

Select the region to copy. To select a region of the Chordsheet (or the Notation or Audio Edit window), you can **Shift-click** on the end point to easily select a large area.

- Click on the starting bar.
- **Shift-click** on the ending bar.

Another way to select a region is by dragging the mouse over it. Place the mouse cursor at the bar to begin the selection. Then, holding down the left mouse button, drag the mouse over the region. As you do this you will see that the region will be inverted (white characters on a black background). When you have selected the proper region of chords to copy, then

- copy the selected (blackened) region to the clipboard
- click on the Copy button or choose Copy from the Edit menu.

Pasting chords to another section of the chordsheet.

Assuming you have already copied some chords to the clipboard you then paste them into the chordsheet by:

1. Move the highlight cell to the bar to begin the paste of chords.
2. Click on the Paste button or choose Paste from the Edit menu.

> **Tip:** Remember that the copied section remains in the clipboard and can be repeatedly used. Example: If you're inputting a song with verse, verse, bridge, verse you can just copy the first verse to the clipboard, and then repeatedly paste in the other verses. The information on the clipboard remains intact even if you load in a new song, which means you can copy and paste between songs.

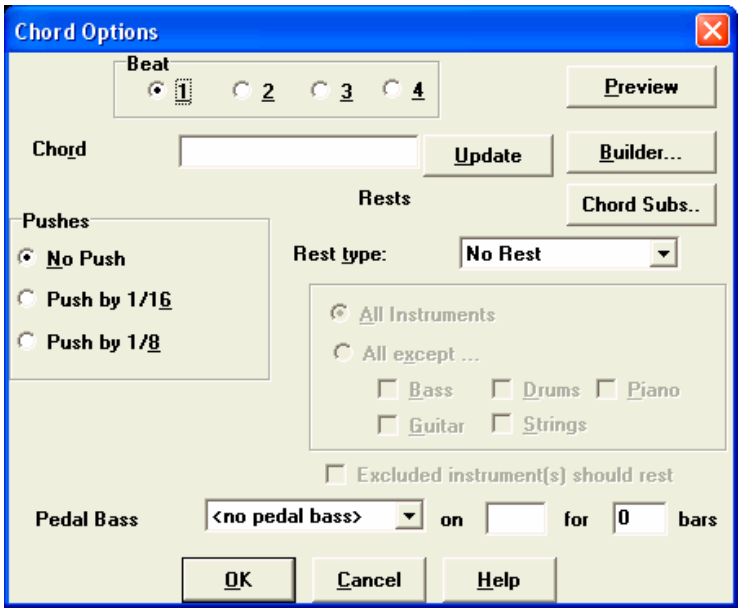
Copy, Repeat X times, with Transpose.

The *Edit | Copy From.. To..* menu command opens the **Copy Chords and/or melody** dialog, which has additional fields allowing you to define the number of times to repeat each copy and define the number of semitones you transpose. For example, you could have a 16 bar section, copy it 3 times with a semitone transpose each time. Or, take a single 4 bar phrase, and copy it 11 times, transposing up a 4th each time, generating the same 4 bar phrase in all 12 keys.

Previewing Chords

This feature allows you to hear chords as you to type them in. After you type a chord name onto the Chordsheet (or notation window), press the **Shift+Enter** keys. This enters the chord onto the chordsheet and then plays the chord for you, using the patches on the Piano part and Bass Part. You can also listen to a chord that has already been entered, by just pressing the **Shift+Enter** keys after moving to that bar with the chord. If there is no chord entered at that bar, you will hear the last chord that was entered.

You can right-mouse click on the chordsheet and choose *Chord Settings* to launch the **Chord Options** dialog, and then press the [Preview] button to hear the current chord in the Chord Options Dialog.



Support for other chord display types

You can enter or display chords in Roman Numeral notation, Nashville notation, or Solfeggio notation. For example, the chord **Gm7** in the key of F would be displayed as **II^{m7}** in Roman Numeral Notation, **2^{m7}** in Nashville Notation, and **Re^{m7}** in Solfeggio. These systems are very useful for learning or analyzing tunes, since they are independent of the key signature. You can take an existing song, and print it out in Roman numeral notation, so you can study the chord progression. You can also type a chord in any of these systems, like "**4**" which will enter the 4 chord in the current key.

You can switch among any of these systems by pressing the Roman Numeral button on the right side of the screen to toggle among the various settings.

The Roman numeral and other nonstandard displays use superscript for the chord display when in the Notation window (or when printing out). Therefore, the alternative chord symbol displays are best viewed in the Notation window.

> **Tip:** Print out a song in Nashville Notation or Roman numeral notation. Then, learn the song this way, i.e. 1^{maj7} 4maj7 3^{m7b5} 6^{7b9}. You'll soon discover that it is much easier to play the song in any key. Since you know the song goes from the 1 chord to the 4 chord, so you can easily play it in the key of Bb, for example.

Repeats and Endings

You can add repeats and endings so that the Lead Sheet window will display and printout using 1st /2nd endings. There's a Wizard that will intelligently add 1st/2nd endings automatically for you, so you can view and convert any Band-in-a-Box song to include 1st/2nd endings in lead sheet format. Simply select the "Fake Sheet" checkbox on the Lead Sheet window, and Band-in-a-Box will display the Fake Sheet using 1st and 2nd endings. You can add your own repeats and endings by right-mouse-clicking the Repeats-Endings option.

Playing/Pausing/Stopping Songs

Use the tool bar buttons to control the playback of your song in Band-in-a-Box.

Play song | Loop selection | Replay song | Stop playback | Pause (Hold) | Play from any bar

You can also use the *Play* menu commands or keystrokes.

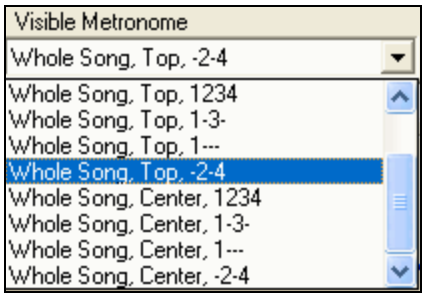
Lead-In Counts and Metronome

These settings are made in the **Preferences** dialog. Click on the [Count-in/Met.] button to open the **Count-in and Metronome Options**.

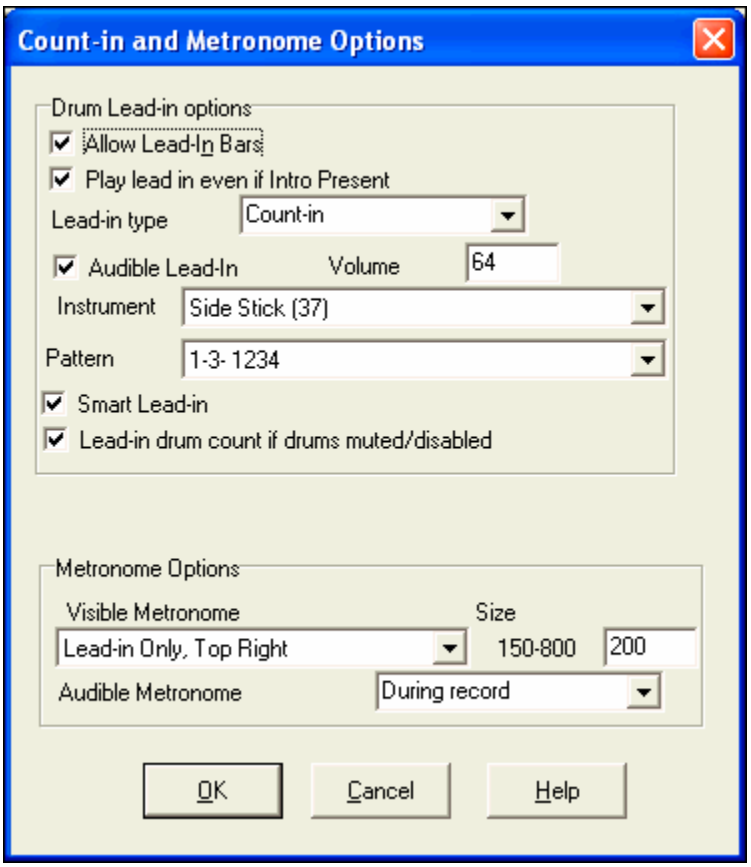
You can select any drum instrument for the count in and choose different count-in rhythms (e.g. Tap on 2 and 4 instead of 1-2-3-4).

The Smart Lead-in feature avoids playing the count-in drum sound during a Melody pickup.

There's an option to play the drum count-in in all circumstances, useful when the style doesn't have drums or for drummers who play along with Band-in-a-Box by muting the drum track.



You can display a visible metronome on-screen during the entire song (or just the lead-in). Choose the screen position, the size (up to near full screen size), and the visual metronome pattern. The on-screen metronome is a great way for a student to learn to keep on the beat, and with a settable size, students can view this from across the room.

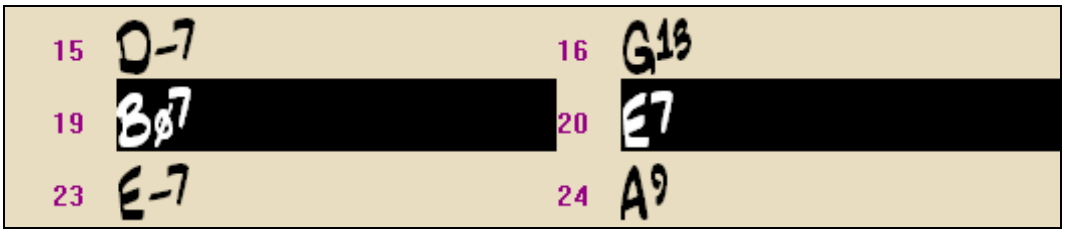


Play Selected Area as a Loop

Click on the [Loop] button, Shift-click on the [Play] button, or press F10 (Play Selected Area as Loop) and the program will play a selected region, and loop the selection.

For example, you can select bars 10 and 11, and then press F10, and bars 10 and 11 will play looped.

To use this function, select a region on the Chordsheet.



Choose *Play* | *Play (loop) Highlighted Section* (or press F10).
The selected region will then play, and continue looping until STOP is pressed.

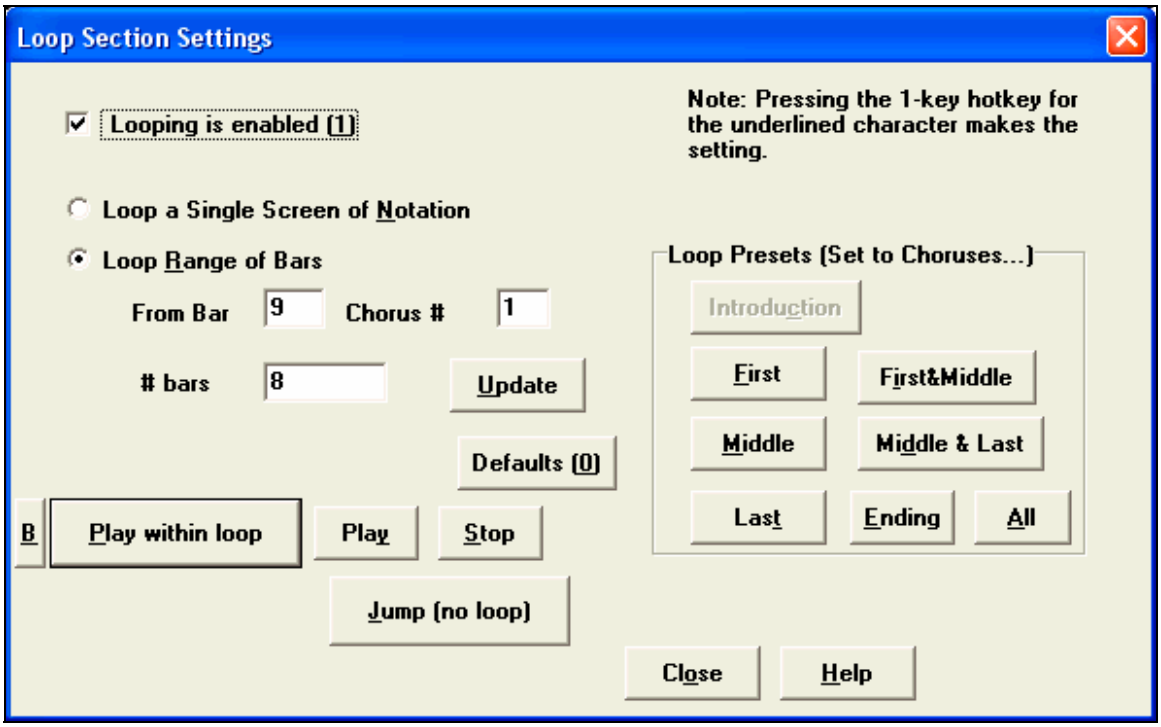
Loop any Section of the song.

You can loop any section of the song. The program will then start playback at the first loop point and play the looped section until stopped.

Looping of a section of the song is enabled by the "LoopSec/ LoopScn" checkbox or with the keystroke **NUMPAD 1**.

Open up the **Loop Section Settings** dialog by clicking the Loop button, or pressing **NUMPAD 2**. The Loop settings dialog will then display.

The “Play within loop” command allows you to quickly play a looped section. Highlight the range of bars to loop on the Chordsheet, press **NUMPAD 2** to open the **Loop Section Settings** dialog, and click the [Play within loop] button.



To enter settings manually in this dialog, you start by choosing either “Loop a Single Screen of Notation” or “Loop Range of Bars.” If you want the custom range of bars, then enter the starting “From Bar” number, the “Chorus #,” and the “# bars” for the length of the looped section. You can then play the song with the [Play within loop] button and then [Close] the dialog.

Presets are available to set the loop points to Intro, First / Middle /Last Choruses, Ending, or All. As the different buttons are selected you will see the “Loop Range of Bars” settings update. Hot keys are also available for these, look in the *Play* menu under the *Looping* submenu.

Loop Keystroke Commands (useful for live performance)

NUMPAD 1	Toggle looping on/off.
NUMPAD 2	Open Loop Section Settings dialog.
Ctrl+NUMPAD 1	Play with last chorus looped.
Ctrl+NUMPAD 2	Play with middle choruses looped.
Ctrl+NUMPAD 3	Play with middle and last choruses looped.
Ctrl+NUMPAD 4	Jump to last chorus.
Ctrl+NUMPAD 5	Jump to ending.
Ctrl+NUMPAD 7	Loop Notation screen.
NUMPAD [DEL]	Advances the notation, lead sheet, and guitar window by one chord (group of notes).
NUMPAD [INS]	Backs up the notation, lead sheet, and guitar window by one chord.

Notebook users should set “Simulate NUMPAD Keys” to “ON” in the **Preferences** dialog, then use the regular number keys to trigger looping.

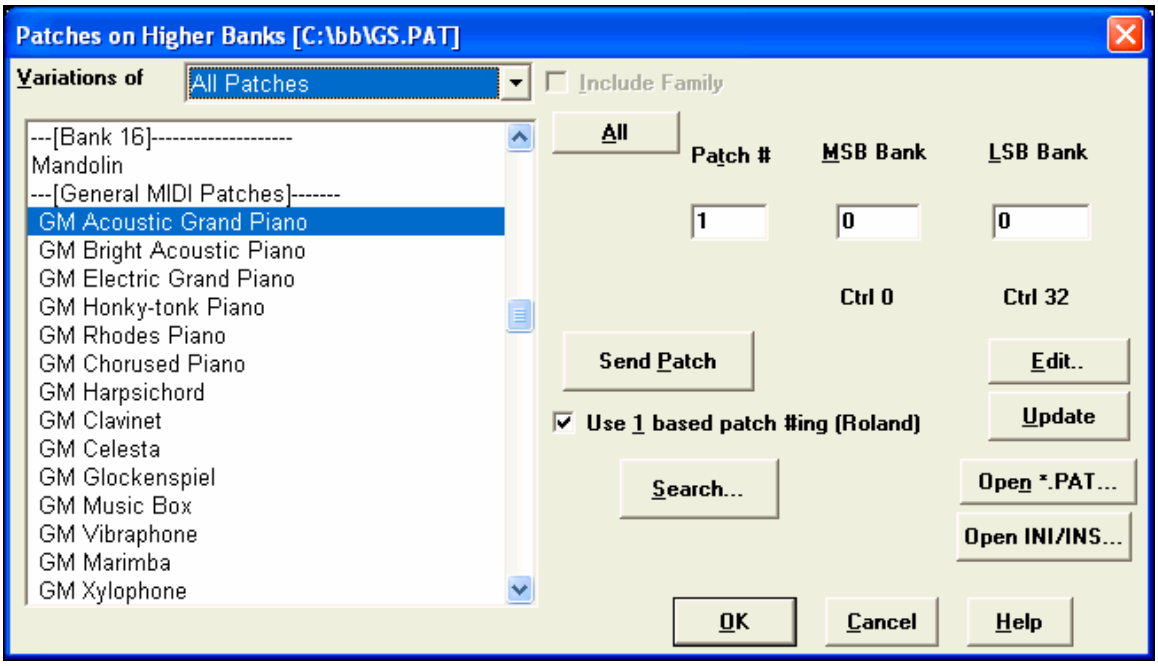
The Title bar at the top of the main screen indicates the looping status. If a song has a looped section, this will be listed at the top of the screen (e.g. “Will loop Middle Choruses” or “Currently looping Middle Choruses”). So you can tell what is going to happen with the looping during a live performance.

Additional Patches

Patches on Higher Banks Dialog

This displays your patch names by name and lets you pick them from an easily customizable list. You've probably got great sounds on higher banks -- now you can find and use them easily!

Clicking on the [+] button opens the **Patches on Higher Banks** dialog for easy access to patches on all other banks as well as General MIDI



Band-in-a-Box can read a patch file list generated by PowerTracks Pro Audio or Cakewalk, and convert it to a .PAT file for use in Band-in-a-Box.

Converting PowerTracks patch list to Band-in-a-Box .Pat files.

PowerTracks stores its patch lists in a single file, called PATCHES.INI. This file contains all of the patch lists for the synths supported by PowerTracks. Band-in-a-Box stores the patch list for each synth in a separate file, with an extension of .PAT.

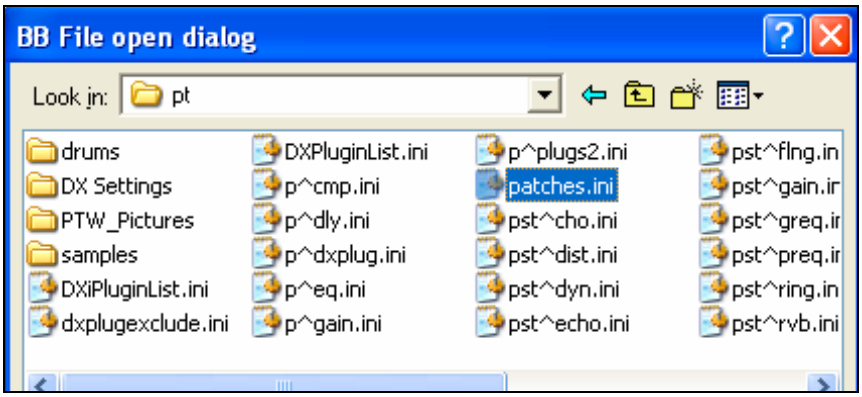
To convert a PowerTracks patch file to a Band-in-a-Box Patch file, you will be choosing the c:\pt\ptw\patches.ini, and then choosing the synth that you want to convert to a .PAT file.

Press the [+] button to the right of the Instrument name on the main Band-in-a-Box screen.

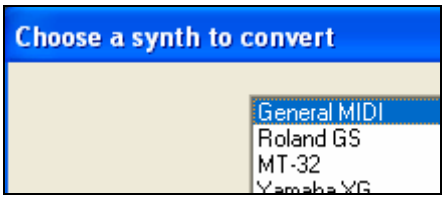
This will open the **Patches on Higher Banks** dialog.

> **Note:** If a .PAT file has not been previously selected, a **File Open** dialog will appear. Select a .PAT file from the \bb directory to launch the **Patches on Higher Banks** dialog.

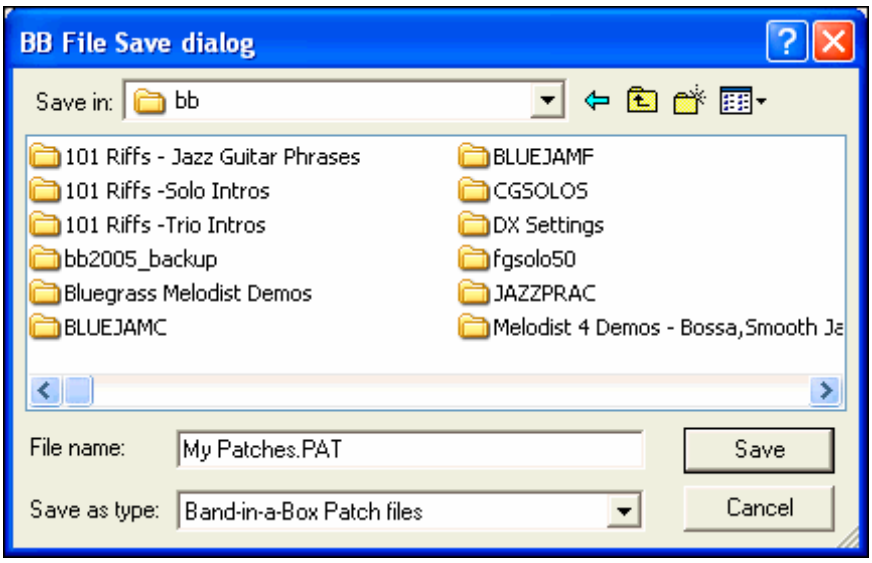
Press the [Open INI/INS…] button to launch the **BB File open dialog**.



Choose the file c:\pt\patches.INI.



You'll then see a menu of synths stored in the patches.INI file. Select one to convert. Create a name for the .PAT file (e.g. My Patch List.PAT) and save it to c:\bb.



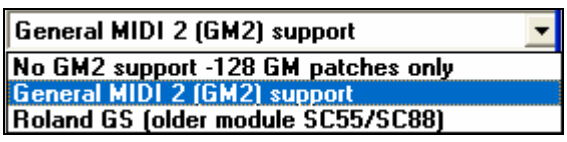
Converting a Cakewalk .Ins file to a Band-in-a-Box .Pat file.

This is done using the same process described above for PowerTracks, except that you open the individual .INS file instead of a PATCHES.INI file. For example, if you have a Cakewalk file called "My Synth.INS" you would select this file name. You would then save that converted list to c:\bb\My Synth.PAT.

General MIDI 2 support

General MIDI 2 standard (GM2) adds 128 new instruments to Band-in-a-Box styles and songs, including ukulele, mandolin, 12-string guitar plus many new and improved piano, organ, guitar, brass, and string sounds.

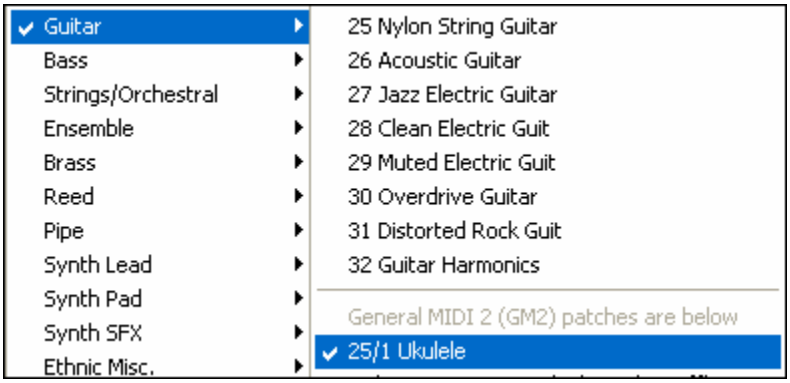
Note: The included Roland VSC3 synth supports the new GM2 instruments, as do many newer modules/sound cards. If yours doesn't, a similar instrument from the existing 128 General MIDI sounds will be substituted.



The type of GM2 support is set in the **MIDI Driver Setup** dialog (*Opt.* | *MIDI driver setup…*). The choices are:

- **General MIDI 2 support:** If you're using the Roland VSC3, or a newer Sound Canvas then choose this GM2 support.
- **Roland GS (older Modules):** "Older" Sound Canvases (SC55/SC88) support GS, but not GM2. The good news is that they have the same patches available, just at different locations. So if you choose this option, Band-in-a-Box will find the patches at the "GS" locations instead of the "GM2" locations. If you have a newer GS module like the SC8820 that supports both GM2 and GS you should likely choose GM2.
- **No GM2 support:** Most sound cards don't have GM2 support yet, so just support the original 128 General MIDI sounds. Band-in-a-Box will use the closest instrument in these cases.

You can select the GM2 patch using the GM2 button next to the Instrument box. This shows a menu organized by instrument types.



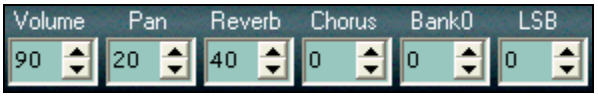
Technical note: For a GM patch like Nylon Guitar the patch is 25. For a GM2 patch like Ukulele, the patch is also 25, but it is accompanied by two bank settings, MSB Bank Controller 0 setting of 121 and LSB Bank Controller 32 setting of 1.

When you select the instrument from this menu, it will make the bank settings (Bank0 and LSB) for you. You can also change the bank #s directly, and the patch in the box will change. GM2 patches can also be selected elsewhere in the program, such as the **Edit Settings for Current Bar** dialog and the StyleMaker.

Changing Volume, Panning, Reverb, Chorus, Bank

To change the Volume, Panning, Reverb, Chorus, or Bank of a part, click on the desired part to change.

Then click on the spin control arrow keys to increase or decrease the setting.



- The **left** mouse button increases/decreases by **5** at a time.
- The **right** mouse button increases/decreases by **1** at a time.

You can also click directly on the number field to open a dialog and type the value in directly.

Chase Volumes.
For a file with Volume change events (Controller 7) written into the Melody (or other tracks) – if the song is played back from somewhere in the middle, the most recent volume setting prior to the start of playback will be sent.

Solo an Instrument Part
While listening to Band-in-a-Box, you can easily solo (isolate) a certain part by holding the **Ctrl** key and mouse clicking (left or right) on the instrument at the top of the screen. For example, if you want to hear only the Piano part, **Ctrl+click** on the Piano part. If you want to use hot keys for this, you can press **Alt+2** (Mute-All) and then **Alt-+4** (Unmute Piano).

Muting Instruments
To mute/unmute all parts as the song is playing, simply press **Alt+2** or right-click on the "Combo" radio buttons at the top of the screen.

To mute an instrument click on the name of the desired part with the **right** mouse button. Click again to unmute. When the part is successfully muted, the instrument name will turn to **red** in color, indicating that the part is muted.

Edit Functions

"K" Quick Copy Method
By simply typing "**K**" at a bar followed by the **Enter** key you can instantly copy the last 8 bars to the current position. The current position is advanced to the bar beyond the copy.

For example, if you're entering a song that has a repeating section of chords for 8 bars, type in the first 8 bars of chords, move to bar 9, and then type: **k**, **Enter**.

The last 8 bars will be copied to bar 9-16, and the cursor will be moved to bar 17, so you're ready to continue with the tune. If you get to bar 25, and would like the chords from 1-8 to be copied to 25-32, type **k,1** and this will copy 8 bars from bar 1 to bar 25. By adding additional keys in the K command, you can customize this shortcut (e.g. typing K 12, 3 would copy from bar 3 for 12 bars to current position.)

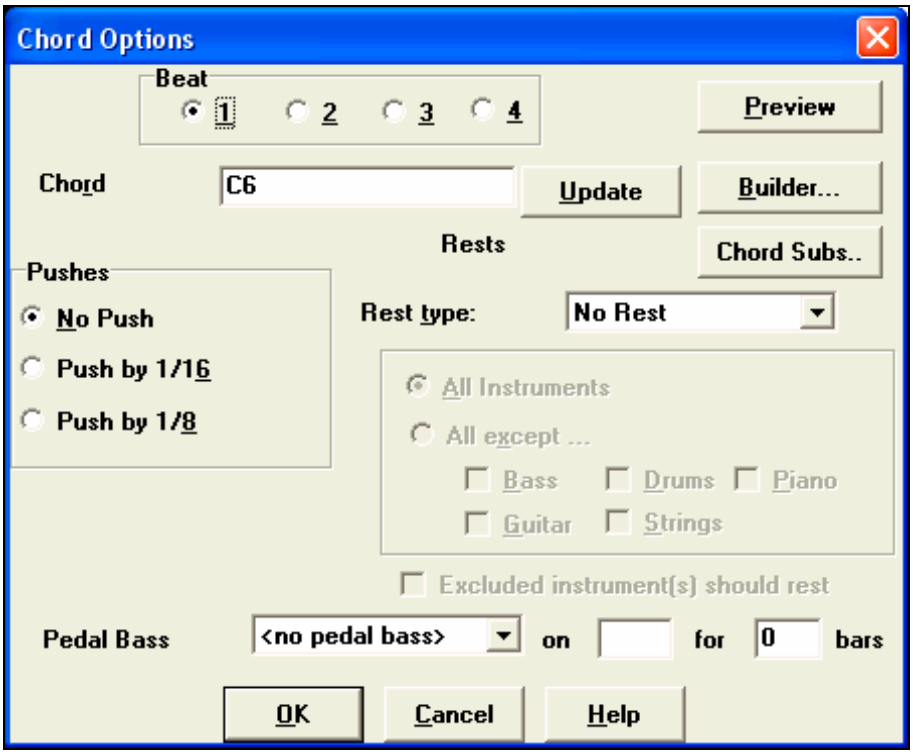
The chords always get copied. The Melody, Soloist, and Lyrics also get copied if these items are set in the **Copy Chords and/or melody** dialog.

Edit Dialogs

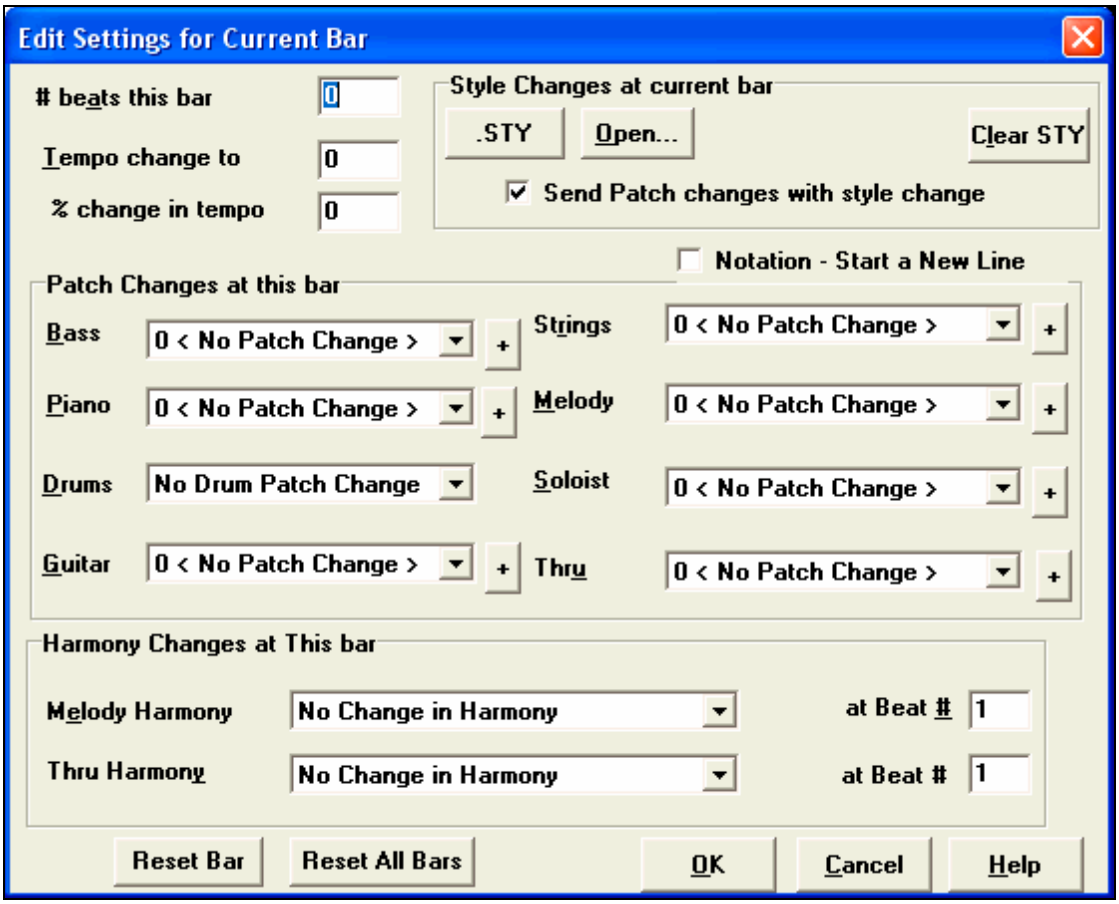
Chord Settings

If you can't remember the various keystrokes to put in rests and pushes, you can use the **Chord Options** dialog box instead. To get to the **Chord Options** dialog box press the [C7] button, click with the right mouse button onto the chordsheet, or use the keystrokes **Alt+F5**.

You can launch the **Preview**, **Chord Builder**, or **Chord Substitution** functions from this window.



Settings for Current Bar

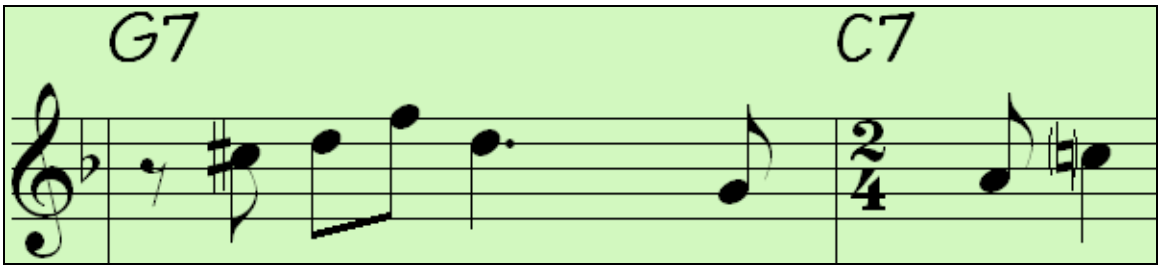


The number of beats per bar, tempo changes, patch, style, and harmony changes can be made by selecting the *Settings For Current Bar* option on the *Edit* menu or by pressing [F5] after you have selected a bar to edit.

Number of Beats this Bar

The initial time signature of the song is determined by the style (e.g., Jazz =4/4, Waltz =3/4). In some songs you will want to change the time signature, for example, you might want a single bar of 2/4, or 8 bars of 3/4 time. This option allows a change of time signature during a song.

The change takes place at the beginning of the bar and continues until a new time signature change is specified. You can select from 1 to 4 beats per bar. Time signature changes are printed on the Notation/Lead Sheet.



Example: A song in 4/4 time with a single bar of 6/4 time.

The maximum # beats per bar is =4, so we'll split the 6/4 bar into 2 bars, a 4/4 bar and a 2/4 bar**.** Insert a # beats per bar =2 at the beginning of the 2/4 bar, then restore the time signature to 4/4 by assigning # beats per bar =4 for the next bar.

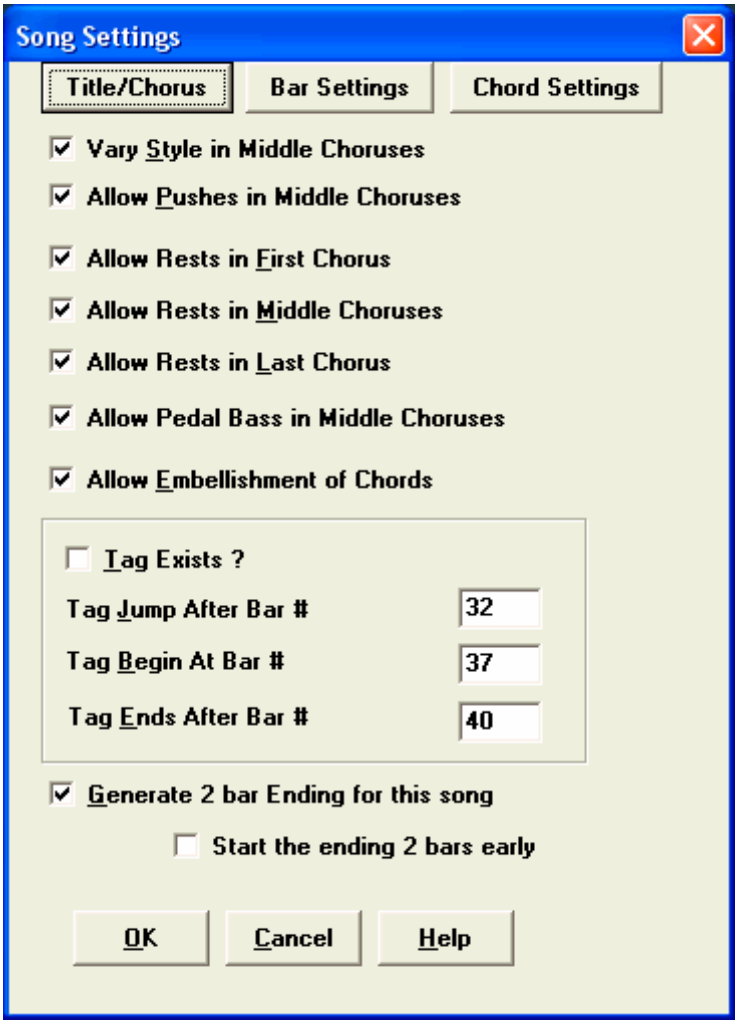
Tempo Change
If you want to change the tempo at a certain bar of the song, then use this dialog box to type in the new tempo in beats per minute. The tempo change takes effect at the beginning of the bar and remains until a new tempo change at another bar is inserted. Alternatively, you can specify a percentage change in tempo.

Style/Tempo/Patch/Harmony Changes
Insert changes of styles, tempo, patches, and harmonies (melody and soloist) at any bar (and any beat of any bar) in the song with the **Edit Settings for Current Bar** dialog, which opens with the [F5] key. For example, click on the [.STY] button to choose the new style from the **StylePicker** window.

Style, tempo, patch, and harmony (Melody and Soloist) changes will be recorded on your song worksheet indicated by a small red square around the bar that will be affected. Changes remain in effect from that bar forward until new changes are recorded.

Song Settings Dialog

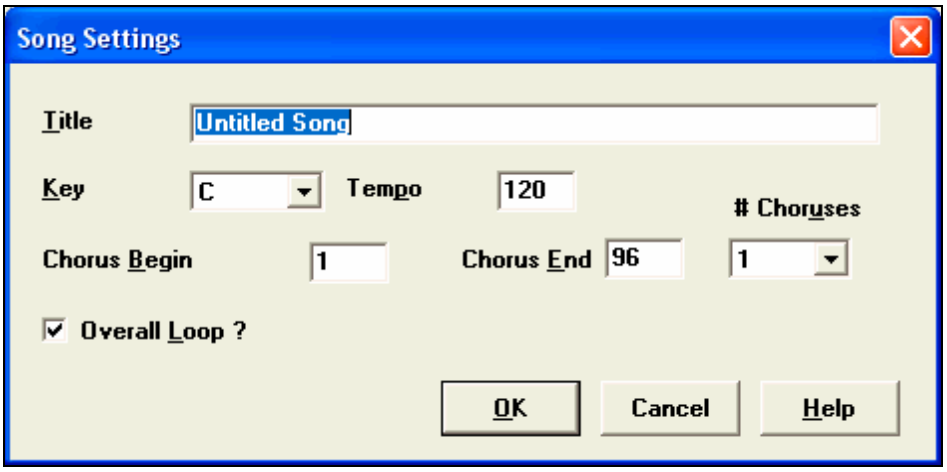
The **Ctrl+N** keys or the *Edit* | *Settings (for This Song)…* menu command brings up the **Song Settings** dialog.



Here, you can choose from song settings such as chorus variations, chord embellishments, tag jumps, and endings, to make your song interesting and varied.

The [S] button on the main screen will also bring up the **Song Settings** dialog.

This button opens a dialog box where the song's title and its main settings can be typed in.



This buttons opens the **Edit Settings for Current Bar** dialog.

This button opens the **Chord Options** dialog where you can edit chords and add rests and pushes.

Options and Utilities

These settings are found in the *Opt.* menu and the *Opt.* | *Utilities* submenu.

Language Selection

This allows you to change language from English to another language for display. If there are other languages supported by your version of Band-in-a-Box, then they will display in this dialog box.

Edit Chord Shortcuts file (shortcut.txt)

Have you found a chord that Band-in-a-Box doesn't recognize? If so, you can make a text file called \bb\shortcut.txt for your own shortcuts. (Note that this file doesn't ship with Band-in-a-Box or it would overwrite your file!) The file \bb\pgshortc.txt is only for shortcuts supplied by PG Music.

Refresh Chord Shortcuts…

When you have saved your shortcuts file click on *Refresh Chord Shortcuts…* to start using them. Changes to your chord shortcuts won't take effect until you choose this command.

Applying Styles

There are many styles available for use with the Band-in-a-Box program. Styles refer to styles of music like Jazz Swing, Tango, Blues, Pop Ballad, or Country. You can pick a musical style either before or after you have entered the chords to a song. Once a style is loaded, the song will be played back using your chosen style. All style files have an .STY extension**.**

> **Note:** The program defaults to the "Jazz Swing" style or it may be "aliased" to another style, such as the newer J_WYNT_K style.

Load Previous Style, Load Next Style.

This function, analogous to the Load Next Song function, loads in the previous (or next) style in alphabetical order of the file name. These functions are found in the *Styles* menu, or use the hot keys **Ctrl+Alt+Shift+F8** (or **Alt+Shift+F8**).

Current Style Window

The name of the current style is shown in the window below the song title.

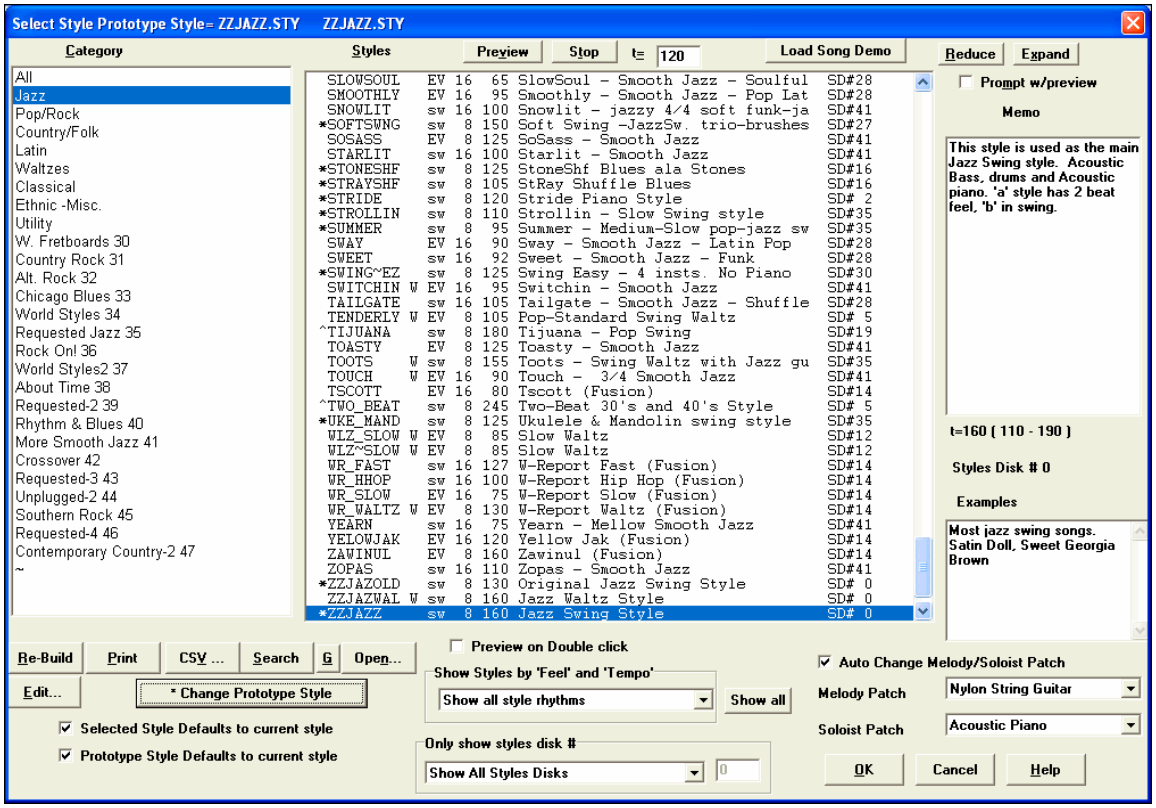
The [Style] button opens the **StylePicker** window.

The [f] button opens the **Favorite Styles** list.

Using the StylePicker Window

The **StylePicker** window is opened by pressing the [Style] button or the **Shift+F9** keys. It lists all of the styles that are present in the \bb folder.

The **StylePicker** window allows easy selection of styles by category or from a complete list of all styles. For example, you can select Jazz styles and see a list of all of your Jazz styles. Then you can select any style to see its full title, description, and examples of songs appropriate to the style.


Select Style Prototype Style= ZZJAZZ.STY ZZJAZZ.STY
Category
Styles
Preview
Stop
t= 120
Load Song Demo
Reduce
Expand
Prompt w/preview
Memo
This style is used as the main Jazz Swing style. Acoustic Bass, drums and Acoustic piano. 'a' style has 2 beat feel, 'b' in swing.
t=160 (110 - 190)
Styles Disk # 0
Examples
Most jazz swing songs. Satin Doll, Sweet Georgia Brown
All
Jazz
Pop/Rock
Country/Folk
Latin
Waltzes
Classical
Ethnic -Misc.
Utility
W. Fretboards 30
Country Rock 31
Alt. Rock 32
Chicago Blues 33
World Styles 34
Requested Jazz 35
Rock On! 36
World Styles2 37
About Time 38
Requested-2 39
Rhythm & Blues 40
More Smooth Jazz 41
Crossover 42
Requested-3 43
Unplugged-2 44
Southern Rock 45
Requested-4 46
Contemporary Country-2 47
SLOWSOUL EV 16 65 SlowSoul - Smooth Jazz - Soulful SD#28
SMOOTHLY EV 16 95 Smoothly - Smooth Jazz - Pop Lat SD#28
SNOWLIT sw 16 100 Snowlit - jazzy 4/4 soft funk-ja SD#41
*SOFTSWNG sw 8 150 Soft Swing -JazzSw. trio-brushes SD#27
SOSASS EV 8 125 SoSass - Smooth Jazz SD#41
STARLIT sw 16 100 Starlit - Smooth Jazz SD#41
*STONESHF sw 8 125 StoneShf Blues ala Stones SD#16
*STRAYSHF sw 8 105 StRay Shuffle Blues SD#16
*STRIDE sw 8 120 Stride Piano Style SD# 2
*STROLLIN sw 8 110 Strollin - Slow Swing style SD#35
*SUMMER sw 8 95 Summer - Medium-Slow pop-jazz sw SD#35
SWAY EV 16 90 Sway - Smooth Jazz - Latin Pop SD#28
SWEET sw 16 92 Sweet - Smooth Jazz - Funk SD#28
*SWING~EZ sw 8 125 Swing Easy - 4 insts. No Piano SD#30
SWITCHIN W EV 16 95 Switchin - Smooth Jazz SD#41
TAILGATE sw 16 105 Tailgate - Smooth Jazz - Shuffle SD#28
TENDERLY W EV 8 105 Pop-Standard Swing Waltz SD# 5
^TIJUANA sw 8 180 Tijuana - Pop Swing SD#19
TOASTY EV 8 125 Toasty - Smooth Jazz SD#41
TOOTS W sw 8 155 Toots - Swing Waltz with Jazz gu SD#35
TOUCH W EV 16 90 Touch - 3/4 Smooth Jazz SD#41
TSCOTT EV 16 80 Tscott (Fusion) SD#14
^TWO_BEAT sw 8 245 Two-Beat 30's and 40's Style SD# 5
*UKE_MAND sw 8 125 Ukulele & Mandolin swing style SD#35
WLZ_SLOW W EV 8 85 Slow Waltz SD#12
WLZ~SLOW W EV 8 85 Slow Waltz SD#12
WR_FAST sw 16 127 W-Report Fast (Fusion) SD#14
WR_HHOP sw 16 100 W-Report Hip Hop (Fusion) SD#14
WR_SLOW EV 16 75 W-Report Slow (Fusion) SD#14
WR_WALTZ W EV 8 130 W-Report Waltz (Fusion) SD#14
YEARN sw 16 75 Yearn - Mellow Smooth Jazz SD#41
YELOWJAK EV 16 120 Yellow Jak (Fusion) SD#14
ZAWINUL EV 8 160 Zawinul (Fusion) SD#14
ZOPAS sw 16 110 Zopas - Smooth Jazz SD#41
*ZZJAZOLD sw 8 130 Original Jazz Swing Style SD# 0
ZZJAZWAL W sw 8 160 Jazz Waltz Style SD# 0
*ZZJAZZ sw 8 160 Jazz Swing Style SD# 0
Re-Build
Print
CSV ...
Search
G
Open...
Edit...
* Change Prototype Style
Selected Style Defaults to current style
Prototype Style Defaults to current style
Preview on Double click
Show Styles by 'Feel' and 'Tempo'
Show all style rhythms
Show all
Only show styles disk #
Show All Styles Disks
Auto Change Melody/Soloist Patch
Melody Patch
Nylon String Guitar
Soloist Patch
Acoustic Piano
OK
Cancel
Help

The current style of the song is listed at the top of the window; in this case it is the Jazz Swing style (ZZJAZZ.STY). This is referred to as the Prototype Style. The prototype style can be changed to the current selection that is highlighted in the list by pressing the [*Change Prototype Style] button.

There are filters to display only styles of a certain “Feel” or “Tempo” or only the styles of a certain Styles Set number, as well as displaying the name of the Styles Set. To select this, open the StylePicker, and choose “Only Show Styles Set #.” When you pick Styles Set #, you can then see only that Styles Set listed, regardless of the category you are in.

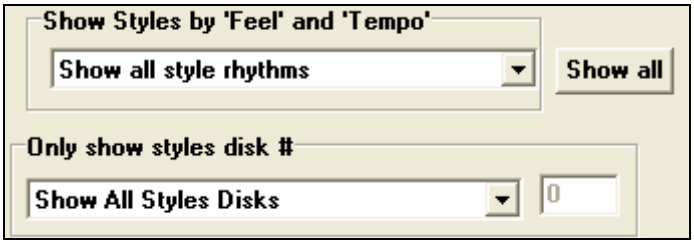
When you open the **StylePicker** window, it shows you which styles would work best in your song, highlighting all styles that have a similar tempo, genre, and feel to your song. You can preview styles before loading them so you can hear what they'll sound like in your song. The window remembers the style and genre that you've used, and will return to it the next time you visit the window.

For each style, you see the following information:

```
*ZZJAZZ      sw  8 160 Jazz Swing Style
```

- The asterisk (*) or (^) caret indicates if the style is a perfect or good match to the prototype style.
- ZZJAZZ is the name of the .STY style file.
- “sw” indicates that the style is in a Swing feel vs. “EV” for Even feel.
- The “8” indicates that the style is an 8th note feel (vs. 16th note feel).
- 160 is the tempo for this style.
- Jazz Swing Style is the full name of the style.
- SD #0 indicates that the style is found on Styles Disk #0, one of the original 24 Band-in-a-Box styles.

Styles that are similar to the prototype are indicated with an asterisk (*). These are styles that have the same feel (triplets/ eighths/ sixteenths) and a similar tempo range. Styles with similar feel but a different tempo range are marked by a caret (^) symbol. So you can quickly see styles that are similar to Jazz Swing (in this example). The styles J_BASIE and J_DIXIE could be substituted with a perfect match so are marked with an asterisk (*). Styles like J_DJANGO are marked with a caret (^) because they sound best in a much faster tempo than the prototype Jazz Swing style.



Use the filters to display all styles, or only ones that you choose.

You can play the style demo from the **StylePicker** window by pressing the [Load Song Demo] button.

The [Search] button that lets you find data in any of the fields. Also, the **StylePicker** window opens up at the current style.

There is an option for this called "Defaults to current style." When you choose a style with the song playing, it will switch to the new style and continue playing!

When you find a style that you'd like to test, double click on its name in the list to hear a preview of your song in the new style. Note that you must set the option Preview on Double Click for this to work. Alternatively you can press the [Preview] button.

The [Preview] button generates and plays an arrangement with the new style; use the [Stop] button to end the preview.

Change the tempo by typing in a new tempo in the t= field at the top.

You can [Reduce] or [Expand] the duration of the chords, useful when changing the feel of songs. If the Prompt With Preview item is set, the program will ask you if you want to change the feel of the song's melody, or auto-reduce/expand the chord durations when the styles change.

When a new style is previewed, patches appropriate to the new style get loaded in if you have selected "Auto Change Melody/Soloist Patch." So when you load in a "Chopin Piano Style" the Melody patch of your song will change to Piano. This allows the song to blend in with the new style.

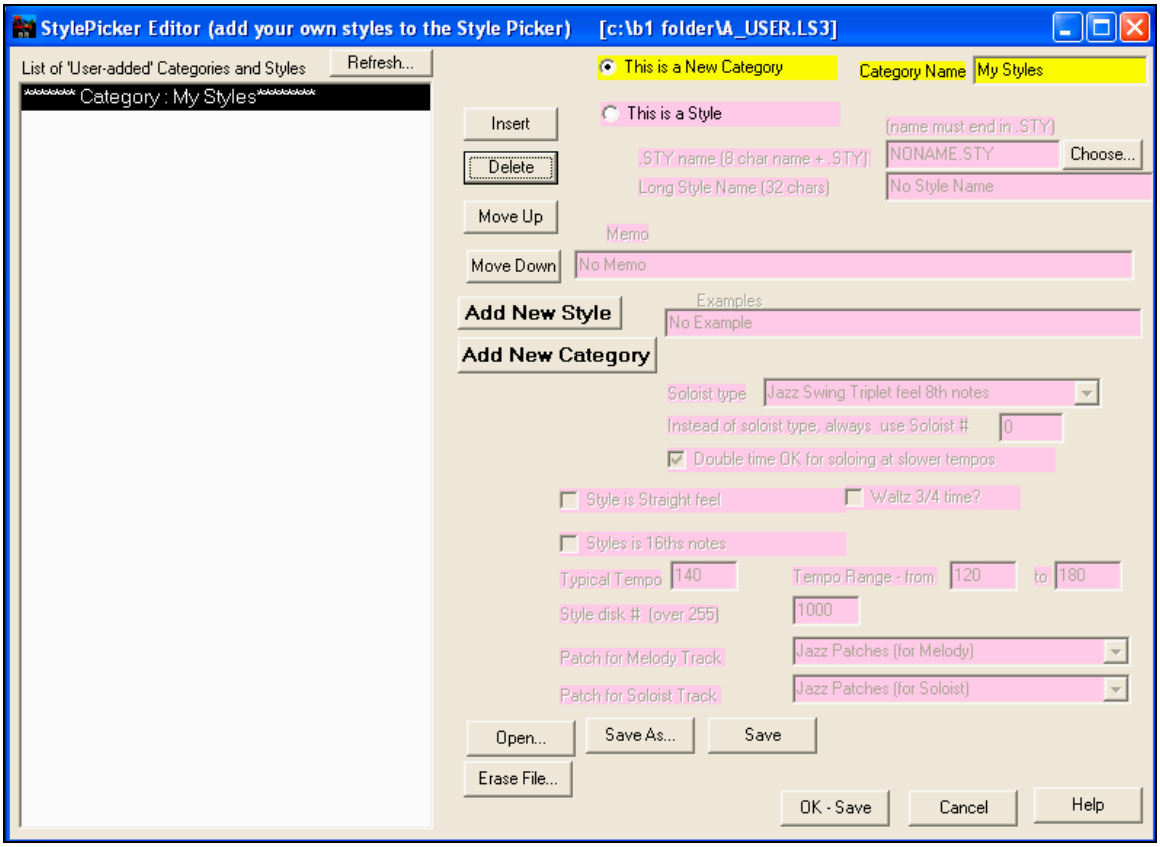
This will copy the Styles List to the clipboard so that it can then be printed as a text file from any word processor.

If you have added new styles to Band-in-a-Box (or edited the BBW.LST file) the [Re-Build] button will update the styles list.

You can add your own styles to the StylePicker list by pressing the [Edit] button on the StylePicker.

Technical Note: All of the styles that you add will be appended to the bottom of the StylePicker under new category and style names. This is because we don't want editing of the main style list (BBW.LST) provided by PG Music, because we update that list frequently ourselves, and the updated list would overwrite your changes. The edits that you make in the StylePicker editor will stay permanently, and not be overwritten by future versions of Band-in-a-Box.

When you first launch it, there won't be any styles added, so you'll see a screen with only a blank category with no styles on it.



The category here is called “My Styles,” you can change the name using the yellow “Category Name” area. For this example, change the name to “Favorite Jazz.”

Let’s add a Style to the list.

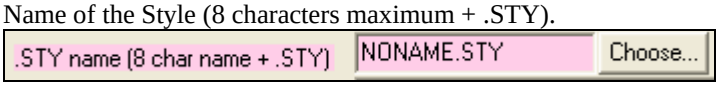
Press the [Add New Style] button.

A style has been added, called NONAME.STY. You now need to fill in all of the information in PINK, to supply the information for the style you have added.

Note: For this example, we’ll add a Jazz style called NEWONE.STY. This style is included in the C:\bb folder.

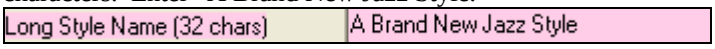
This information includes:

1. Name of the Style (8 characters maximum + .STY).

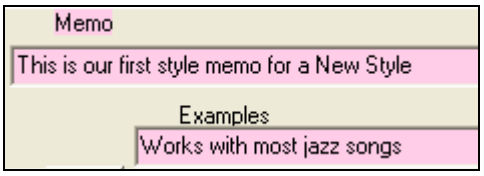
   

   You can type in the style name, or press the Choose button to pick a style name from the \bb folder. If the style doesn’t exist, a <not found> will appear in the style list beside the style name (as it does for the NONAME.STY). Press the [Choose] button and choose NEWONE.STY.

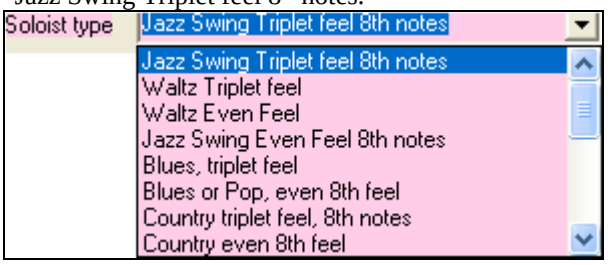
2. Long Name of the style. This is a descriptive name that appears on the StyleMaker, and can be up to 32 characters. Enter “A Brand New Jazz Style.”

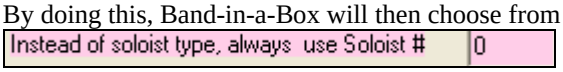
3. Memo and Examples. You can enter a memo for the style, and example songs that could be played in that style. The memo and example can total 200 characters maximum. Enter a memo and examples for NEWONE.STY.



4. We now enter settings to tell Band-in-a-Box what Soloist it should use when making improvisations using this NEWONE.STY. For this, we need to know the genre of the style (Jazz, Country, and Pop etc.), whether it is in an even or shuffle feel, and whether a soloist should be playing primarily 8th or 16th notes. From the drop down combo box that appears, for this Jazz Swing style (newone.sty), we should choose "Jazz Swing Triplet feel 8th notes."

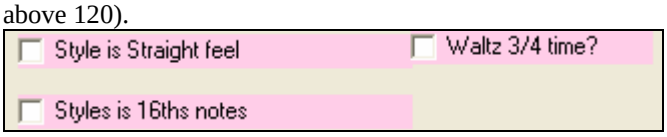

Soloist type
Jazz Swing Triplet feel 8th notes
Jazz Swing Triplet feel 8th notes
Waltz Triplet feel
Waltz Even Feel
Jazz Swing Even Feel 8th notes
Blues, triplet feel
Blues or Pop, even 8th feel
Country triplet feel, 8th notes
Country even 8th feel

By doing this, Band-in-a-Box will then choose from many Jazz Swing type of Soloists available in BB.



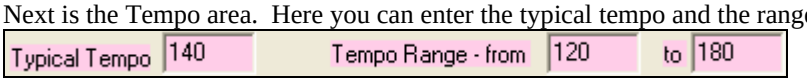
But if we want a specific soloist to always be used, we can specify that soloist number. You can see the soloist numbers in the Soloist dialog. In this example, we leave this at zero, so Band-in-a-Box will choose between many different soloists.

5. Next we describe the feel of the style. Are the 8th notes straight or shuffle? Is the time signature 3/4 (waltz) or 4/4, is it a 16th note based style (tempo usually less than 120), or an 8th note style (tempo usually above 120).



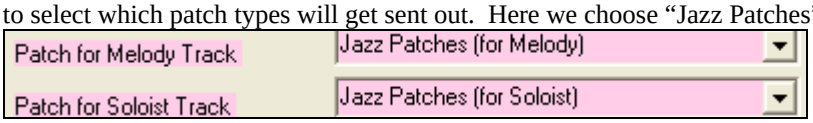
For the NEWONE.STY, enter these checkboxes as above. (Not straight 8ths, not a waltz, and not 16th notes.)

6. Next is the Tempo area. Here you can enter the typical tempo and the range of the tempo for the style.



7. You can assign a number for the style disk. We recommend that you use numbers higher than 1,000 and pick a unique number for your styles. You can then search for them easily. It is not necessary to enter a Style disk #.

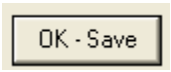
8. When a style is chosen in the StylePicker, it will send out patch changes on the Melody and Soloist tracks, to make the song sound more authentic in that style. The settings for Melody and Soloist patches allow you to select which patch types will get sent out. Here we choose "Jazz Patches" for our NEWONE.STY



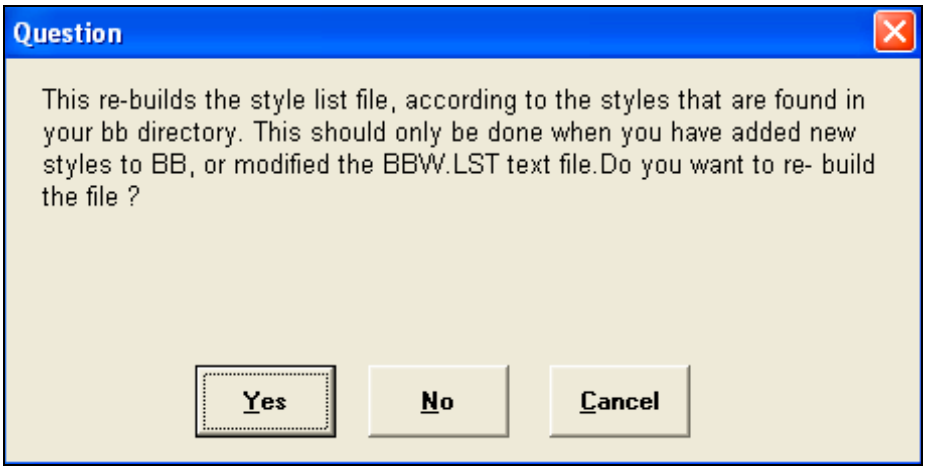
We're finished adding the NEWONE.STY.

We could now continue adding new styles, and categories, for all of our new styles that are not in the list.

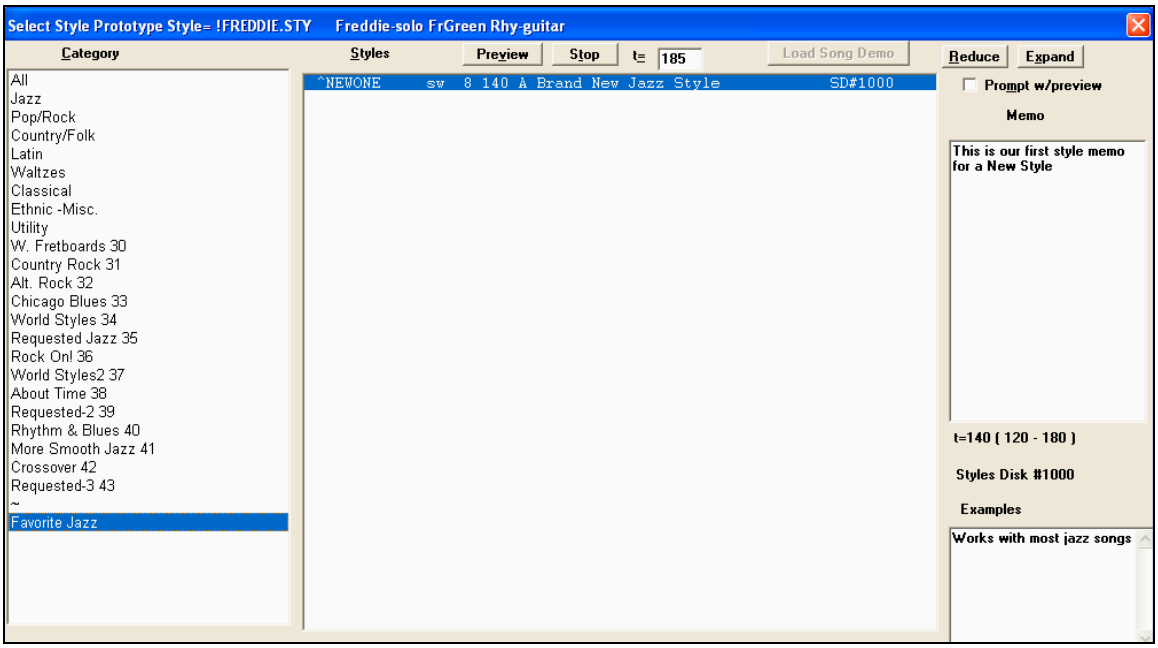
But let's see our added style on the StylePicker.



Press the [OK – Save] button. This exits the dialog, returning to the StylePicker. The StylePicker will recommend rebuilding the style list for the added styles. Answer "Yes" to this.


Question
This re-builds the style list file, according to the styles that are found in your bb directory. This should only be done when you have added new styles to BB, or modified the BBW.LST text file.Do you want to re- build the file ?
Yes
No
Cancel

You will then see a rebuilt style list, and your category "Favorite Jazz" and your new style "NEWONE.STY" will appear in that category.



Technical notes:

The information is stored in a file called A_USER.LS3. This is a text file, but it is better to edit it using the StylePicker editor.

You can make other .LS3 files using the StylePicker editor, using the [Save As] and [Open] buttons.

You can also erase an .LS3 file from disk. Band-in-a-Box will load in all of the .LS3 files that are in the \bb folder (in alphabetical order), and append them to the StylePicker list.

Technical Information about the BBW.LST file

The Help topics "Select Style with information" and "LS3 files" have information about adding styles to the Styles List.

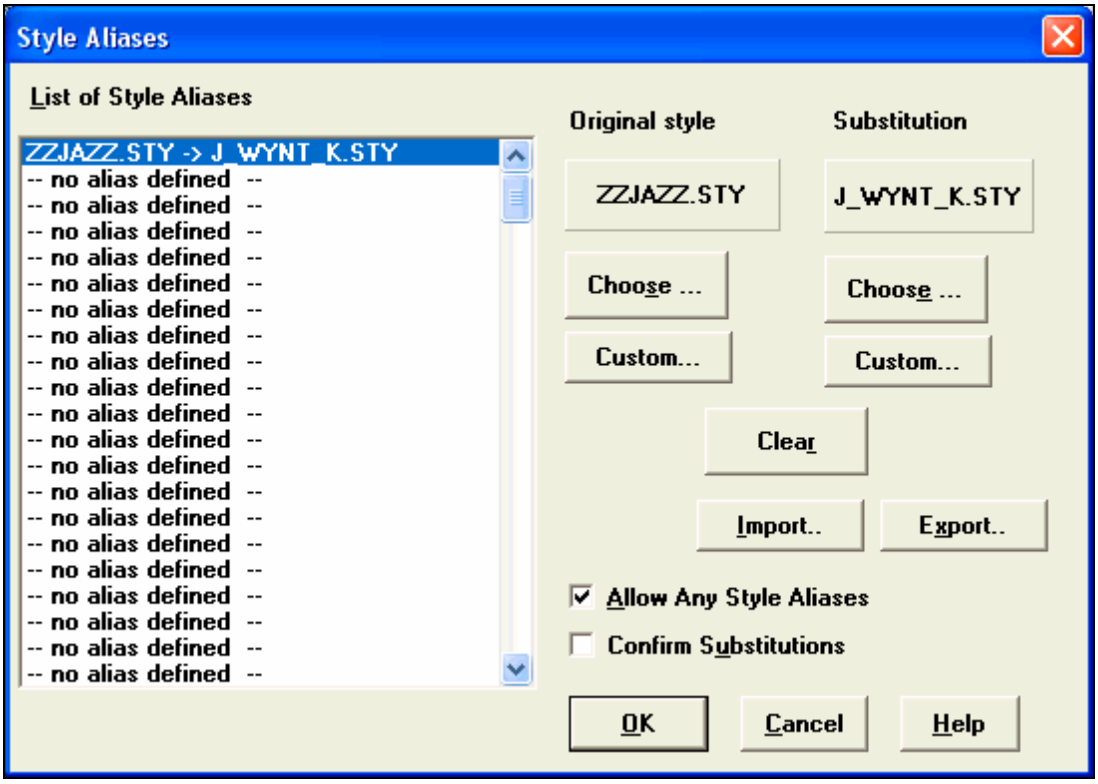
Favorite Styles Button

Another way to load a style is with the favorite styles [F] button, located to the

right of the StylePicker button. This button opens a window with a list of the 150 styles you have used most recently. This lets you quickly load in styles that have been used your last few sessions with Band-in-a-Box. Click the "Play When Chosen" checkbox to have Band-in-a-Box play your song immediately upon selecting a style.

Style Aliases Dialog

This dialog is found in the *Styles* menu.



Let's say you've got a new style for Jazz called "Wynt_K." You can create an alias so that when Band-in-a-Box looks for a Jazz Swing style, it will load in "Wynt_K" instead, so you don't have to make changes to all your songs. And when you have found a new favorite style, just change the alias. You can also load or save sets of "Alias" files and share them with others.

To type in a style name that you don't have, use the [Custom...] button.

1. To create a new alias, click on an empty spot (i.e. no alias defined) in the alias list, or click on the alias you wish to edit if you wish to change an existing alias.
2. Press the [Choose …] button below the Original style box and select the style you wish to be replaced.
3. Press the [Choose] button below the Substitution box and select the replacement style (alias).

If you have made a mistake and wish to change your style selection, press the [Clear] button. When you have successfully made an alias, you will notice that there will be a small arrow in the Styles box on the Main Screen indicating that you have an alias loaded.

You can Export and Import alias files to share with your friends by clicking the [Import..] button to read an alias file from a floppy, or click the [Export..] button to send one out to a disk.

Breaks - Rests, Shots, and Held Chords

Breaks are points in a song when one or more of the instruments rests, plays a shot, or holds a chord.

- **Rests** can specify any, some, or all instruments to rest at any bar. For example, you could rest all instruments except the bass for the first 4 bars, and then add the piano for 4 bars, and then add the entire band for the rest of the song.
- **Shots** can specify certain instruments play a "shot," where the chord is played and then a rest follows. For example the song "Rock Around The Clock" has a shot on beat 1 followed by a rest for 2 bars. The duration of "shots" is 60 ticks per beat.
- **Held chords** specify that certain instruments hold a chord sustained for a certain number of bars. For example, you can have the bass and piano hold a chord sustained while the drums continue to play a pattern

A chord can be specified as a REST by adding a period after the chord.

C. indicates a C chord that is a REST.

C.. indicates a C chord that is a SHOT.

C... indicates a C chord that is a HELD CHORD.

Selecting BREAKS for different instruments.

You can specify that some instruments not be affected by the rhythm break.

The coded names for the instruments are:

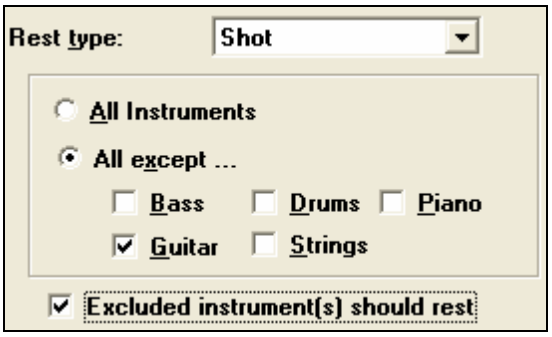
- **B** for **B**ass
- **D** for **D**rums
- **P** for **P**iano
- **G** for **G**uitar
- **S** for **S**trings

To type a rest for all instruments on a C chord type **C.**

To exempt instruments, add their letters following the break. For example,

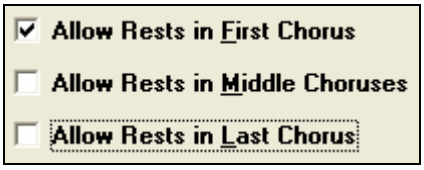
C.bd will put a rest on all instruments EXCEPT the bass and drums.

To indicate a held chord for all instruments *except* the piano, type **C...p**

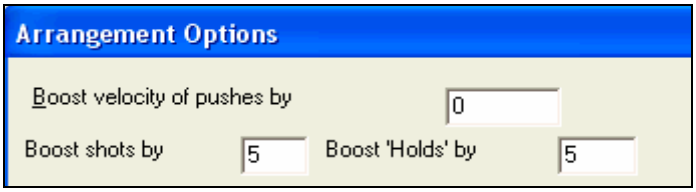


Normally, when a "shot" or a "held" chord is assigned, the instruments that are excluded from the shot/held chord play normally. There is an additional option for those excluded instruments to stay silent. To set this, open the chord options dialog, and select a shot or held chord, and then select "Excluded instrument(s) should rest." This option gives you the ability to rest some instruments while others play the shot or held chord.

You can set the rests to happen only in the first, middle, or last choruses. Choose *Edit* | *Settings (for This Song)*, and deselect the "Allow Rests" setting.



Velocity Boosts for Pushes, Shots, and Held Chords



You can set the amount of velocity boost, so that the effect won't be too loud.

In the **Preferences** dialog (*Opt.* | *Preferences*) click on the [Arrange] button to open the **Arrangement Options.**

Then type in the amount of velocity boost for pushes, shots, and holds. The style can override the velocity for the pushes, and drum velocity for shots, held chords, and pushes is also set in the StyleMaker.

Pushes

"Pushes" (also called anticipations) are chords that are played *before* the beat. For example, in Jazz Swing, the piano player often "pushes" a chord change by playing the chord an eighth note before the beat. To execute a "push," you can use either keystrokes or open the **Chord options** dialog box by right mouse clicking on a given chord.

To use keystrokes, type the caret symbol [^] before the chord. The caret symbol is located above the numeral 6 on your computer keyboard.

- Type a single caret to get a chord an eighth note before the beat, e.g., **^C7.**
- Type a double caret to get a chord a sixteenth note before the beat, **^^C7.**

Part Markers

Part markers are used to indicate a substyle change or to insert drum fills.

Part markers a and b are placed on the chordsheet to indicate a new part of the song. They may be placed at the beginning of *any* bar.

Placing Part Markers

- Move the highlight cell to the bar that you want the part marker at. Then press the P key. Repeatedly pressing the P key will toggle between part markers or no part marker**, or**
- Position the mouse cursor directly over the bar line (or an existing Part Marker). Then, click the left mouse button. Repeat this procedure to toggle among the A, B, and NO PART MARKER options.

Changing Substyles

Each style has 2 available substyles a and b. The song continues to play in one substyle until it encounters a new part marker, or on second choruses (see below). There is always a part marker at bar 1 so that Band-in-a-Box knows which substyle to begin with.

Substyle a is usually used for the verse of a song.

Substyle b is usually used for the bridge of a song, and for soloing in the middle choruses. The entire middle choruses of the song will be automatically played in the "b" substyle.

Placing Drum Fills

A one bar drum fill will occur in the bar preceding a part marker. If you want a drum fill at bar 7 of a song, you insert a part marker on the bar **after** the bar with the drum fill (i.e. Bar 8). You can either retain the original substyle or change the substyle (a or b) when you place the part marker.

Song Settings Dialog

The [S] button on the main screen will bring up the **Song Settings** dialog. The keystrokes **Ctrl+N** key or the *Edit | Settings (for This Song)…* menu command also brings up this window.

Here, you can choose from various song settings such as chorus embellishments, tag jumps, and endings, to make your song interesting and varied.

These are additional song settings that are saved with the song.

Vary Style in Middle Choruses

If set to "Yes" the song will play in substyle "b" for **all** but **the first and last** choruses. For example, in the Jazz Swing style, since the "b" substyle is swing, all of the middle choruses will have swing bass, whereas the "a" substyle is playing half notes on the bass.

If set to "No" the middle choruses will play "a" and "b" substyles exactly as they appear in the song as outlined by the part markers.

Allow Pushes in Middle Choruses

This is most frequently used if there are pushes in a song (indicated by the "^" symbol), but you *don't* want these pushes to play in the middle choruses. Simply set the checkbox to "No" (disabled) and the pushes will be ignored in the middle choruses. This is to allow for uninterrupted soloing choruses.

Allow Rests in First/Middle/Last Chorus

These parameters allow you to decide which choruses will play any rests that are present in a song (indicated by the "." symbol). For example, you may have put rests into a song but don't want the rests to play in the middle choruses, since you are using them for soloing: simply set the ALLOW RESTS IN MIDDLE CHORUSES checkbox to "No" (off).

Allow Pedal Bass in Middle Choruses

This determines whether Pedal Bass effect will be allowed in middle choruses.

Allow Embellishment of Chords
The Jazz styles include embellishment of chords. This means that if you type a C7 chord, the piano part may play a C13 or a C7b9, a common practice in Jazz.

> **Tip:** If you are hearing b9 and b13 embellishments on a C7 chord that is clashing with the melody, you should rename the chord C9 or C13, which will ensure natural 9 and 13 embellishments.

Tag Settings
A tag (also referred to as a coda) is a group of bars that are played in the very last chorus of a song. If you select the "Tag Exists?" check box then the tag will play during the last chorus of the song. After the bar you specify as the "Tag Jump After Bar #" the song jumps to the "Tag Begin At Bar #" and plays through the "Tag Ends After Bar #" and then plays a 2 bar ending as usual.

Generate 2 bar Ending for this song
You can disable the ending for a certain song**.** You can disable the endings for **all songs** regardless of this setting from the *Opt* | *Preferences* dialog. (Allow Any Endings checkbox.)

Sliding Tracks *(Play | Slide Tracks…)*
This allows you to move any of the Bass, Drums, Piano, Guitar, Strings, Melody, or Soloist track ahead or behind by a definable amount. For example, slide the Bass track a little ahead of the rest of the band to make the bass player "drive the band." To slide tracks, select the *Slide Tracks* option from the *Play* menu. The values are measured in "ticks-per-beat" with 120 ticks being the equivalent of a quarter note. The musically useful range is from -10 to 10.

Allow Any Slides
If you want the slides to occur, then set this to YES.

Humanize Slides
If set to YES, the slides will be humanized to slide the track a different amount for each note. Humanizing the slide makes the track sounds more alive.

Saving Songs

Once you have made a song (or have made changes to a song), you will probably want to save the song by clicking on the [Save] button. Or choose *Save* from the *File* menu, or press [F2], or **Ctrl+S**.

Use [Save As] to save a song with a different name or in a different location. **Shift-clicking** on the [Save As] button will allow you to choose a favorite folder prior to seeing the **Save As** dialog.

Songs will always be saved with last file extension letter of "U," regardless of whether they are made with a built-in style or not. For example, if you make a song with ZZJAZZ.STY as the style (i.e., one of the 24 built-in styles) earlier versions of BB would save the song as MySong.MG1, where the "1" indicates Style #1 – ZZJAZZ. Now it is saved as MySong.MGU. Older songs loaded in with .MG1 will still be re-saved as MG1 to prevent duplicate song files.

> **Note:** Make sure you remember to save your songs as Band-in-a-Box song files (not only as MIDI files). The Band-in-a-Box song files contain the names of the chords, etc. and are much smaller than MIDI files.

If you have an audio file associated with the song, the audio portion will be saved separately, and will be called MySong.WAV.

Saving Song With …

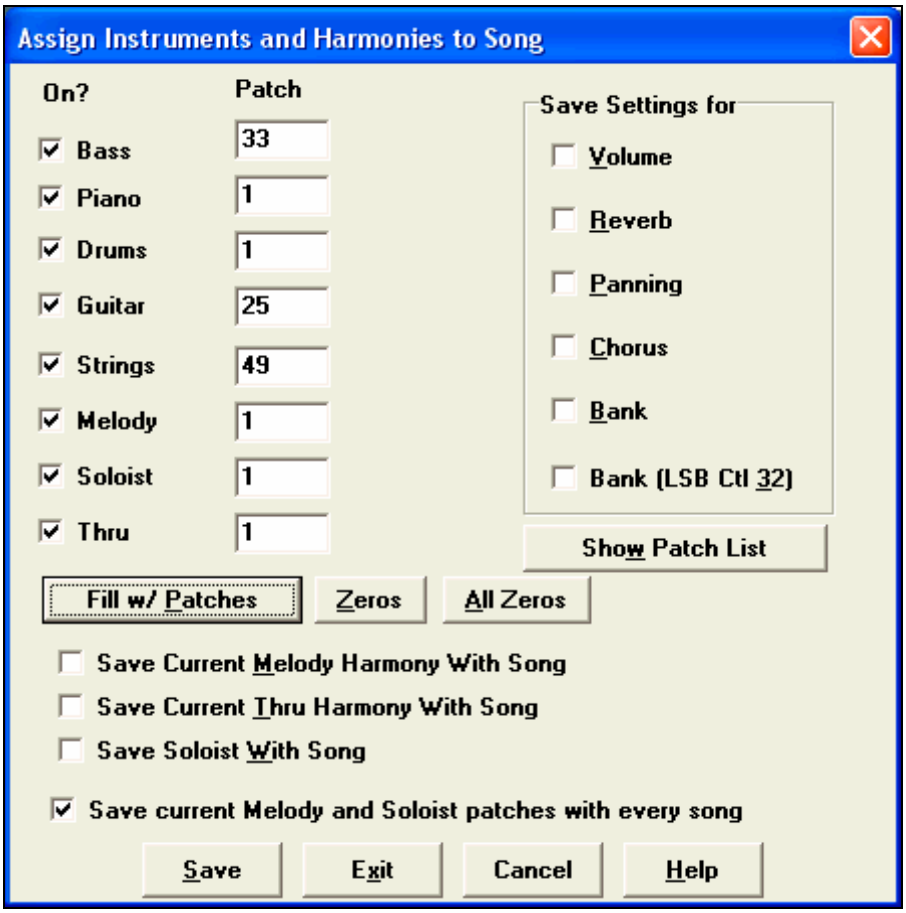
Patches, Volume, Reverb, Chorus, Panning, Bank, Harmony (both Melody and Thru), and the Soloist may be saved with your songs. This is done by selecting the *Save Song with Patches & Harmony* option from the *File* menu.

If you would like to save certain patches with a song:

a) Type in the number of the patch (instrument) that you would like. Leave the other instruments at = 0 for no patch change. Remember that the General MIDI numbering system is always used for instruments.

or

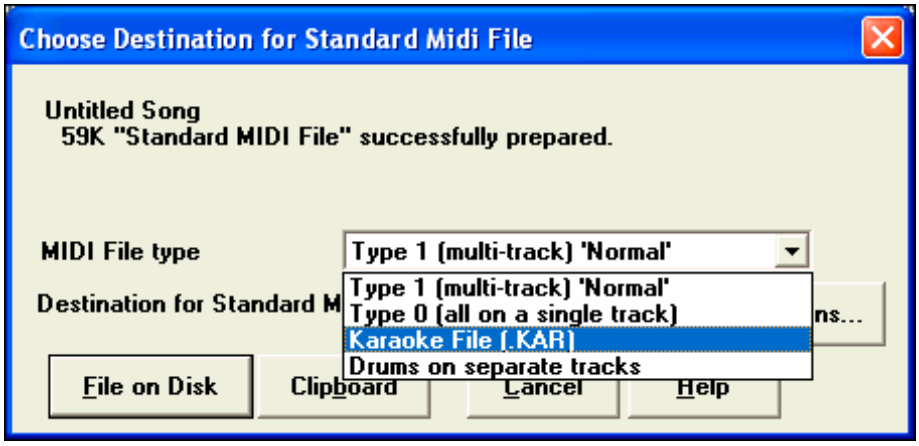
b) Press the [Fill w/Patches] button. This will fill the patch number boxes with the current patch settings showing on your main screen instrument panel.



Use the checkboxes to choose which instruments you would like to save and whether you would like to save the Melody and Thru harmony assignments and the Soloist selected to play on the song. You can also save the instruments as "On" or "Off" for each song. For example, you could have a song with no piano part. Other parameters that may be saved (Volume, Reverb, etc.) are shown on the right side of the window. Press the [Save] button to save the song to disk.

Saving MIDI and Karaoke Files

Your Band-in-a-Box songs can be saved as Type 0 and Type 1 MIDI files as well as Karaoke files and General MIDI lyrics. Click on the [.MID] button to launch the dialog.



Select the type of MIDI file you want to save in the dropdown "MIDI File type" combo box.

By default, Band-in-a-Box writes Type 1 multiple track Standard MIDI Files. You can also save Type 0 MIDI files, they have all of the parts on a single track and are used by many hardware modules and other devices that play MIDI files because they are simpler to play (since they only have 1 track).

Karaoke files (.KAR) are a special type of sing-along MIDI file with text events for the lyrics and a specific order for the tracks. There is an option to write the MIDI file with separate tracks for each drum instrument. In the "MIDI File type" combo box select "Drums on separate tracks."

Save Options

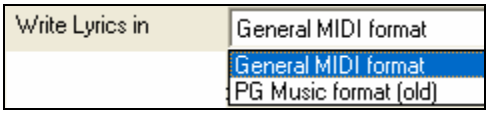
[File on Disk] saves a MIDI file to your hard drive or floppy disk. You can then load the MIDI file into your sequencer for further editing.

[Clipboard] copies the MIDI file to the Windows Clipboard as a Standard MIDI File. This feature allows clipboard enabled programs to *Edit* | *Paste* the Band-in-a-Box MIDI file directly into the program. For example, you can clipboard-paste Band-in-a-Box MIDI data to PowerTracks Pro Audio, CakeWalk, Musicator, etc.

The Melody/Soloist (with harmonies) will be written to the MIDI file. If you've set a Melody or Soloist/Thru Harmony, that MIDI data will be written to the MIDI file also. See the settings in the *Opt* | *Preferences* dialog box to control how the harmony is written to a MIDI file.

The Chordsheet part markers are written to the MIDI files. They can be read by PowerTracks Pro Audio and by Band-in-a-Box if re-importing the MIDI file with the Chord Wizard.

"Write Lyrics in General MIDI format" is an option. The GM specification has agreed upon specific requirements for writing lyrics in MIDI files, which are now supported, so that lyrics that you save in Band-in-a-Box should show up identically in other MIDI programs. This is one of the MIDI File options in the



Preferences dialog. We recommend the GM format.

Select the [MIDI File] button in the **Preferences** dialog for more **MIDI File options**.

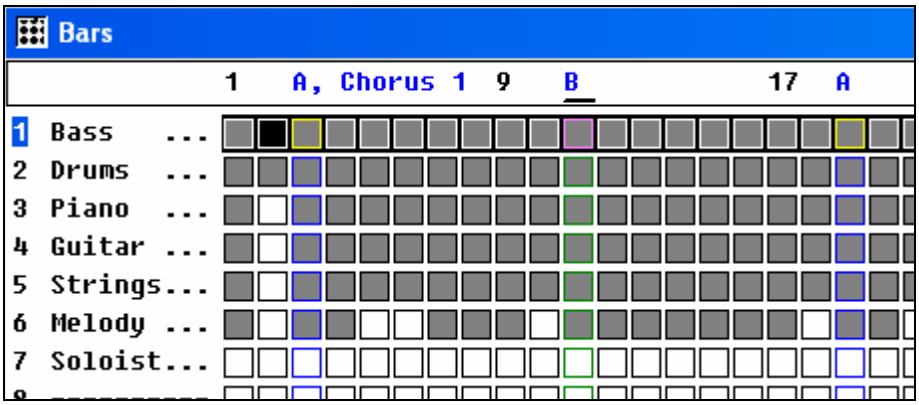
MGX Files

When a MIDI file is loaded onto the Melody (or Soloist) track, the Track Type for the Melody (or Soloist) gets set to Multi-Track. When the file is saved, the extension will be MGX, allowing you to easily identify the Band-in-a-Box songs that you have that contain entire MIDI files.

Text Markers for part markers

MIDI files are now written with descriptive Text Markers for part markers! Text markers are also read in from MIDI files, and displayed as Section Markers on the Notation.

If "Include Part Marker text markers" is selected in the MIDI File Options, the resulting MIDI file will have text markers. Then, in PowerTracks Pro Audio (in the Bars window), you'll see the descriptive text markers.



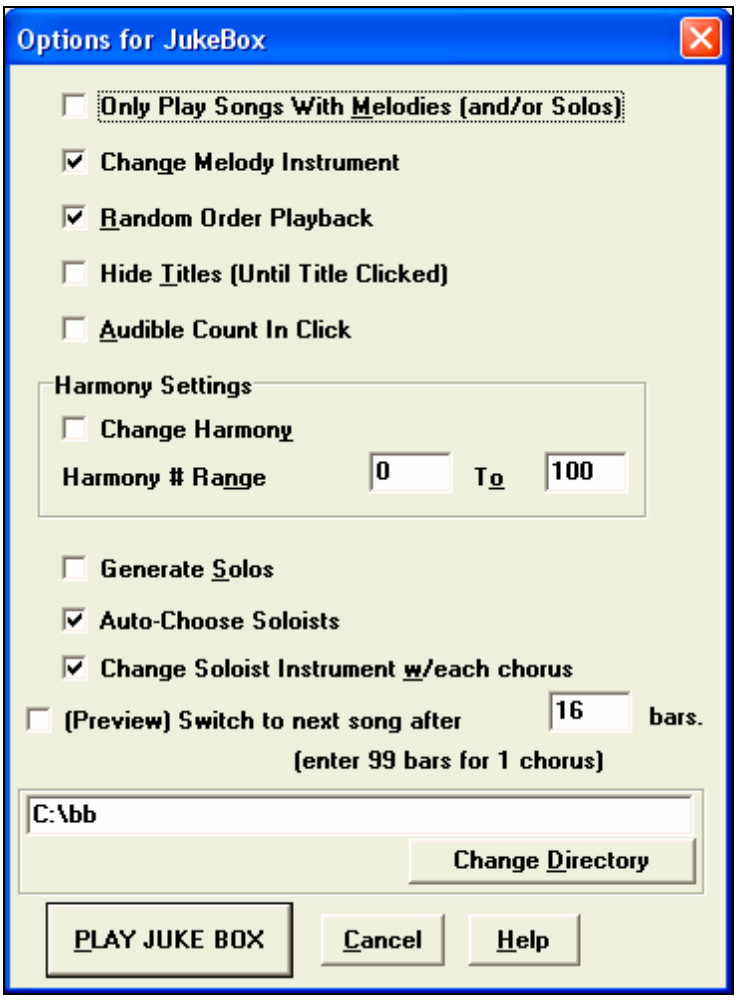
For example, at bar 3, there is an "A, Chorus 1" marker, to indicate a part marker "a" substyle and chorus 1.

The Jukebox

The Jukebox will load and play an entire subdirectory (folder) of songs. Songs play continuously, one after the other. The Jukebox will continue to play while you move to other Windows programs, providing continuous background music.

Click the [Juke] button to open the **Options for Juke Box** dialog.

Jukebox Options



Only Play song with melodies: If set to YES, the program plays only songs with melodies, that is, songs with an .MG? file extension. If NO, the Jukebox will include ALL songs in the subdirectory.

Change Melody instrument: If you set this option to "Yes," then the program will randomly change the melody instrument among your **favorite 10 Melody instruments**.

Random order Playback: If set to "Yes," the songs will be played in random order (though not repeating a song). If set to "No," the songs will be played in the order they are listed in the subdirectory.

Hide Titles (until title clicked): This feature is used to play the **"Guess the Song"** game. When set to "Yes," the titles are hidden till you click the title box.

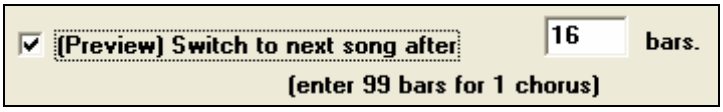
Audible Count-in Click: While listening to the Jukebox, you might not want to hear the Count-in Click. If set to "No" you won't hear the count-in click.

Harmony Settings: Set the change harmony box to true/enabled if you would like harmonies to be randomly assigned within a given range for use with the Melody and Soloist/Thru tracks (if applicable to the song).

Generate Solos: Set this option to "On" to permit the Soloist to play a Solo over all the songs selected for Jukebox Playback.

1. Change to this directory by loading/opening a song from the c:\bb\solodemo directory.
2. Instead of playing the song you have loaded, press the [Juke] button.
3. Ensure that the Generate Solos checkbox is set to "Yes."
4. Select [PLAY JUKE BOX]. The Soloist Select Dialog will pop up with a suggestion to use a Soloist for the first song in the Jukebox list. This is normal. Press [OK] to accept the Soloist suggestion. (The Jukebox will not bother you with the Select Soloist dialog again; it will simply choose an appropriate Soloist for any given song in the Jukebox song list.)

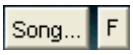
Preview:



The Jukebox Preview mode will optionally play just one chorus of each song, or play a set number of bars of each song (e.g. 16 bars). To access this, press the [Juke] button, and select the Preview checkbox. Set the # of bars to use for the preview, a setting of 99 plays one chorus of each song.

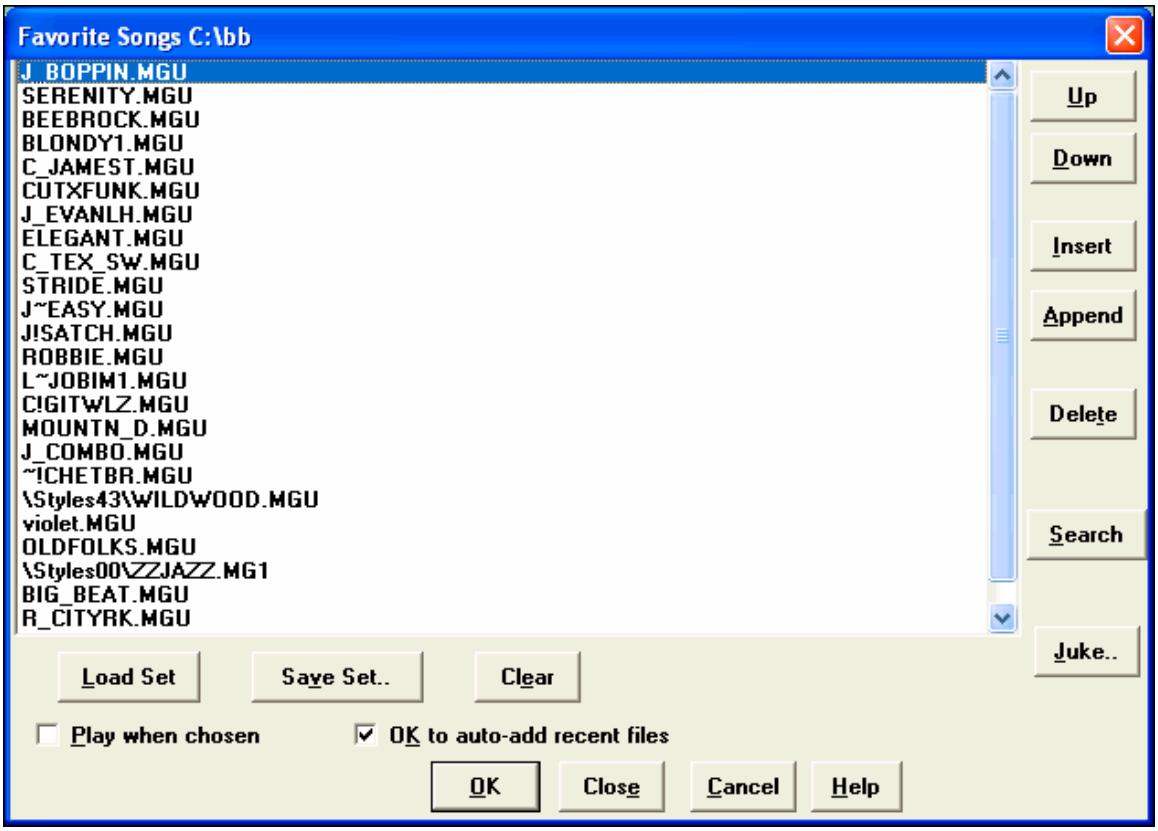
You can change the directory before starting the Juke Box with the [Change Directory] button.

Favorite Songs



The **Favorite Songs** window is accessed by the [F] button, found on the main screen beside the [Song] button. You can make a list of songs for a set by using the [Clear] button followed by the [Append], [Insert], and [Delete] buttons to add songs. This can be saved as a set using the [Save Set..] button, and reloaded with the [Load Set] button. Once you have the set, you can press the [Juke..] button.

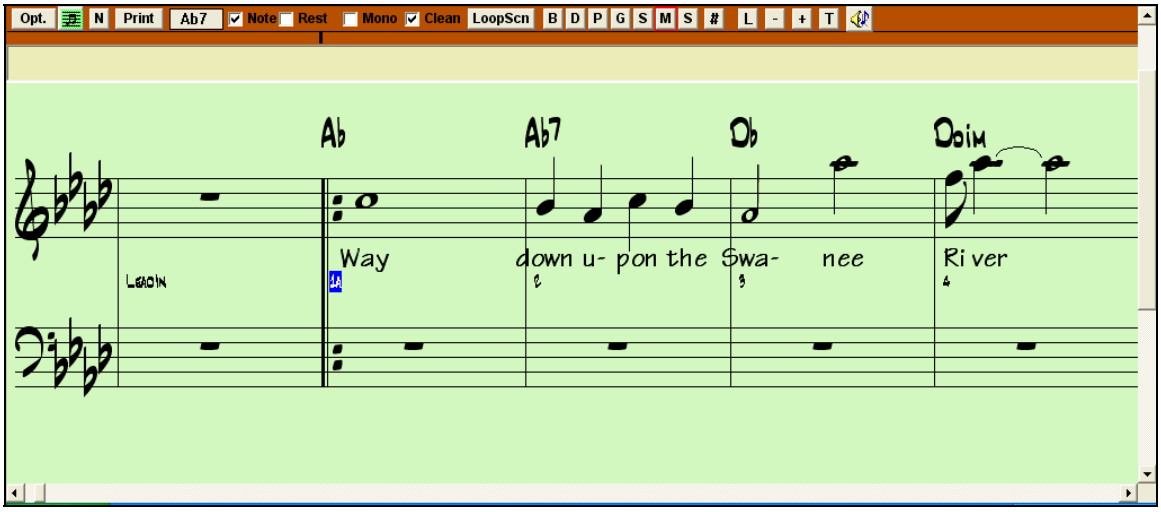
This will play the set file in order, not randomly. It will start from the currently selected song.



Chapter 7: Notation and Printing

Band-in-a-Box offers a variety of notation and printing features, both for viewing parts on-screen as they play and for printing them as sheet music.

To view the notation, open the Notation window by pressing the notation button on the main screen. Close the Notation window by pressing the notation button again.



Band-in-a-Box Notation screen displaying the melody track in Standard Notation mode.

Tip: You can rearrange the windows so that the Notation window is at the top of the screen with *Window | Put Notation/Chords On Top* or with **Ctrl+T** keys.

- **Standard Notation** to display or print Notation. The grand piano staff and/or guitar tablature with notes, chord symbols, and lyrics.
- **Editable Notation** to enter or edit notation. A special staff with time divisions for mouse-based editing.
- **Note roll Notation**, to enter or edit notes, velocity, and duration. The note heads are shown with editable velocity and duration lines.
- **Lead Sheet Notation** to display or print notation. Full screen notation with notes, chord symbols, and lyrics.

Exploring the Notation Window

With the Notation window open, the Tool Bar at the top of the window gives you access to its many features and options.

Options Button	Opens the **Options** dialog box.
Lead Sheet Button	Press to launch the Lead Sheet Notation window.
Notation Mode Button	Click to toggle through the 3 modes of the Notation window - Standard Notation, Editable Notation, and Note Roll mode.
Print Button	Press this button to print the notation to any printer supported by your Windows system.
Current Note	This box displays the name of the note that will be inserted when you click the mouse.
Note / Rest	These determine whether a Note or a Rest will be inserted when the mouse is clicked.
Mono Mode	When this is selected, the notation is entered as monophonic (one note only) to avoid extra notes in a single note melody line.

Clean Notation

The "Clean Notation Mode" cleans up the notation by eliminating display of redundant grace notes and glitches for easier reading.

Loop Screen

While a song is playing, click the "LoopScn" button and the song will loop for the 4 bars shown on the notation screen.

Track Select

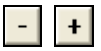
You can display or print any track from the program. Press the appropriate button to change to the desired track.

Event List Editor

You can edit events including all MIDI events and lyric events using the Event List Editor.

Lyrics Button

To enter note-based lyrics press the Lyrics button on the Notation toolbar.



Zoom Buttons

The zoom buttons make it easy to increase or decrease the font size of the notation.

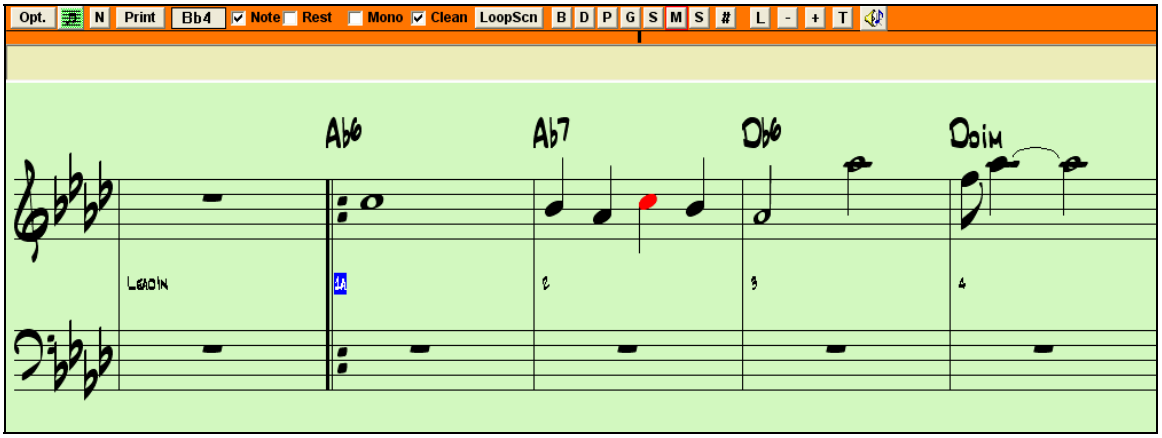
Section Text

Add or edit Section Text on the Notation.

Scrub Mode

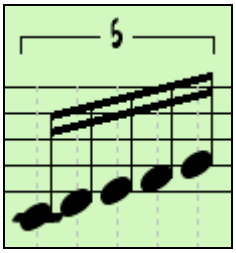
When this button is pressed in you can drag the mouse over notes to hear them.

Standard Notation Window



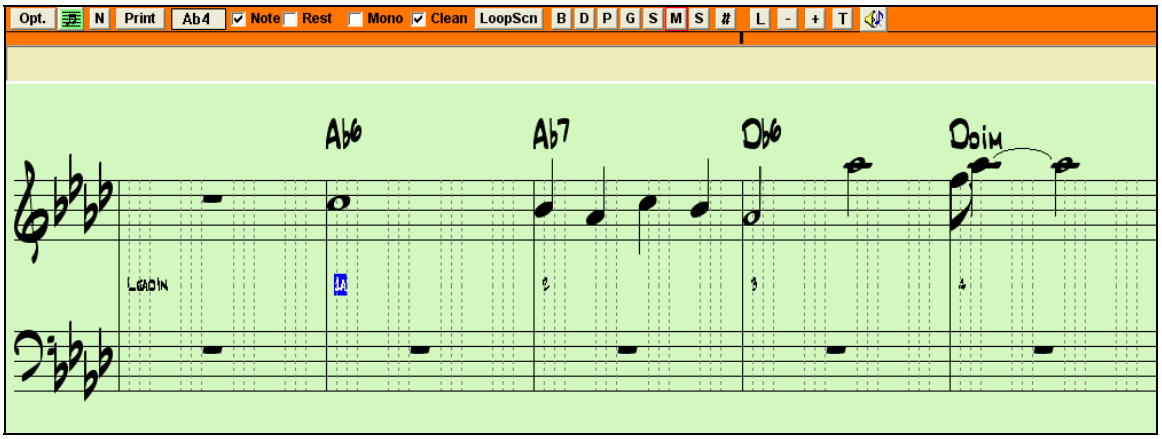
The Standard Notation window displays the notation for any individual track, and allows for the entry of chords and lyrics. Features include:

- Notation display for the Bass, Drums, Guitar, Piano, Strings, Melody, or Soloist track.
- As the notation plays, the notes that are sounding are **highlighted in red**. This helps with sight reading or following the music.
- You can set the notation to scroll either 1 or 2 bars ahead of the music without interfering with your view of the current notation.
- Handles Jazz eighth notes and triplet figures correctly.
- Automatic options such as *auto durations*, *clean notation*, *mono display*, *minimize rests*, *hard rests*, and *engraver spacing* produce very musical and readable notation.
- Beamed notes are automatically given slanted beams.
- Groups of 5 notes will automatically display as groups of 3+2 or 2+3, and can be set this way manually as well. If you'd prefer to see them as a group of 5 notes, you can right mouse click on the timeline, and set the resolution to 5 for the beat.



Editable Notation Mode

Enter the Editable Notation mode from the Standard Notation screen with a single mouse click on the [N] button. In the Editable Notation mode you can enter, move, and edit notes and rests using standard mouse techniques – point and click, drag and drop,
and right click to open the **Note Edit** dialog box.

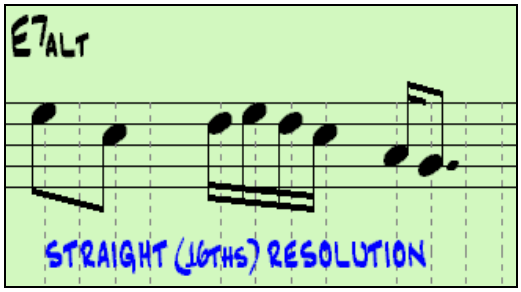


This is the screen for step-entry of a melody or for editing existing parts. Notice the grid of vertical lines, which sub-divide each beat. These lines indicate where the notes will be placed according to the resolution of the song.

Resolution

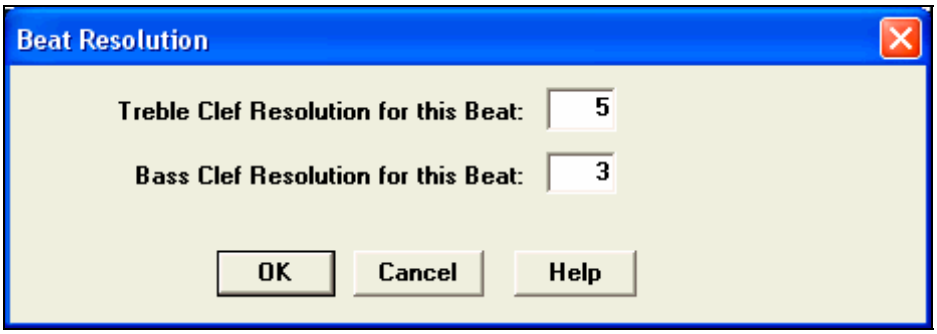
The above example is in Jazz Swing style; so Band-in-a-Box has automatically set the grid resolution to 3 per beat (triplets) based upon the style that is in use.

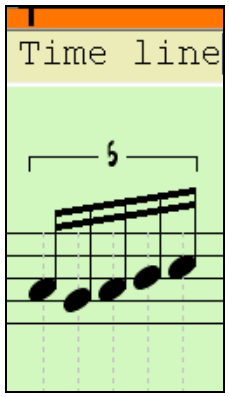
- Swing styles use 3 lines to divide each beat into eighth note swing triplets.
- Straight styles use 4 lines to divide each beat into sixteenth notes.



Beat Resolution

The user can manually set the resolution for any beat in the **Beat Resolution** dialog, which opens with a right click on the black vertical time line.





Setting the Treble Clef Resolution for this beat to 5 allows a group of five notes to be placed on one beat.

Entering Notes
To insert a new note on the staff move the mouse to the location that you want. If you want beat 1, move to the first dotted line in the bar. Click on the staff over the note that you want.

The Current Note box in the toolbar will give you the name of the note that you're on.

Click with the left mouse button to insert the note:
- To insert a sharp: Hold down the **Shift** key as you click the note.
- To insert a flat: Hold down the **Ctrl** key as you click the note.
- To insert a natural: Hold down the **Alt** key as you click the note.

Brackets (#) are drawn around accidentals after a bar line as a courtesy, where no accidental is required.

How is the length of the notes determined?
Band-in-a-Box uses an intelligent auto-duration feature to determine how long the note should likely be. Auto-durations mean that you can enter a lead sheet style melody by clicking only once per note, speeding up the entry of notation.

Any note that is entered will initially have a duration of 2 bars (2 whole notes). When the next note is put in 2 beats later, Band-in-a-Box will adjust the duration of the previous note to just shorter than 2 beats. This means that you don't have to worry about durations at all, and can simply point and click to enter the notes where you want them. If you want to override the auto duration, you can edit the note using the right mouse key, which will permit you to type the exact duration that you want.

Entering Rests
Insert a rest by holding the back-quote key (tilde key without pressing shift) then clicking on the notation window. Another way to enter a rest is to click the Rest checkbox and then point and click where you want the rest to appear. This automatically shortens the duration of the previous note.

> **Tip:** If it is important to see rests less than a quarter note, make sure you de-select the Minimize Rests checkbox in the Options dialog box.

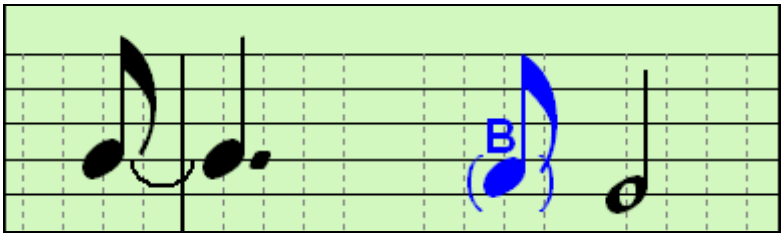
Forced Rests (Hard Rests)
This allows you to insert a rest on the notation, which will be in effect even if you have Minimize Rests set to false. For example, we are able to display a 16th note rest even though the Minimize Rests feature is on. To do this, click on the [Rests] button and then click on the notation at the location that you'd like a 16th note rest. The Hard Rest will show up in blue in the editable notation window and can be removed by holding the [DEL] key and clicking on the rest.

Moving a note in time.
If you want to change the start time of a note, drag the note with the left mouse button to the new location. This is a simple way to move the note. Alternatively, you could edit the note numerically with the right mouse button.

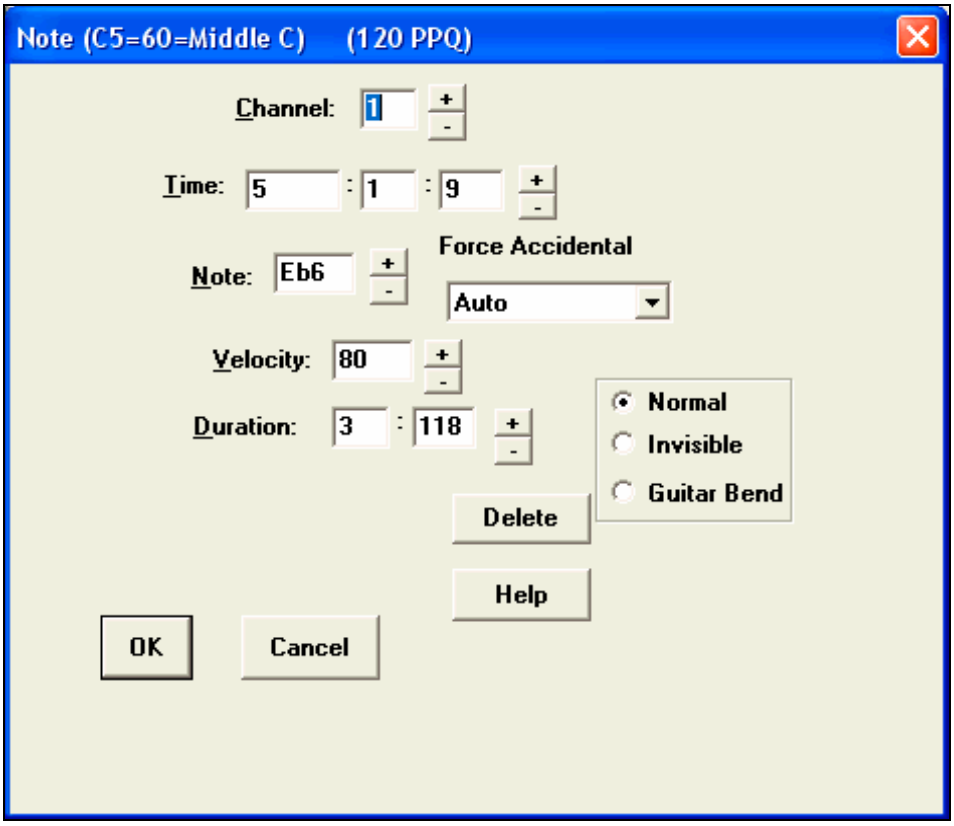
Changing the pitch of a note.
Similarly, you can drag the note vertically to change the note value, and release it when you're on the note you want. Hold down the **Shift**, **Ctrl,** or **Alt** key to have the note inserted as a sharp, flat or natural respectively.

Insert Bends In Notation.

In the Editable Notation window, any note can be made into a bend by holding down the “b” key on the computer keyboard and right-clicking on the note.



Editing a note's values.
Right click on a note. This brings up the Note edit dialog box that lets you change any values about the note in numerical data.
In the Note edit dialog box, you can manually change the characteristics of a note by entering the exact values you wish for any given note. For example, you can change the Velocity and Duration by increments of 1 tick, as well as the note's pitch and relative positioning in the bar.



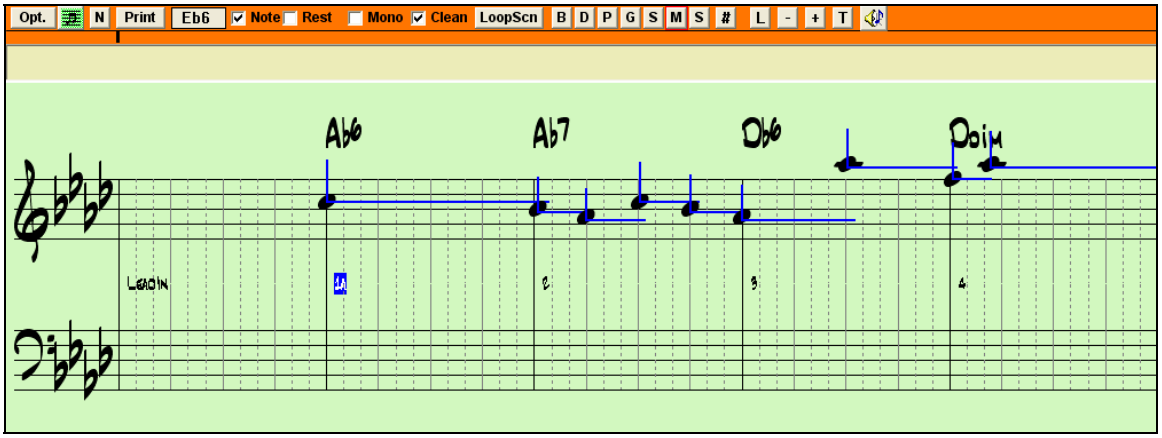
To select a region of the Notation you can **Shift+click** on the end point to easily select a large area.

- Select a small region by dragging the mouse.*
- Enlarge the region by **Shift**-clicking on the end point.

***Note:** **Shift**-click is also used to enter a sharp (#) note, so the selection via **Shift**-click requires that a small region be already selected.

Note Roll Notation Mode

In the Editable Notation mode, click on the [N] notation mode button to enter the Note Roll mode. In the Standard Notation screen click twice.

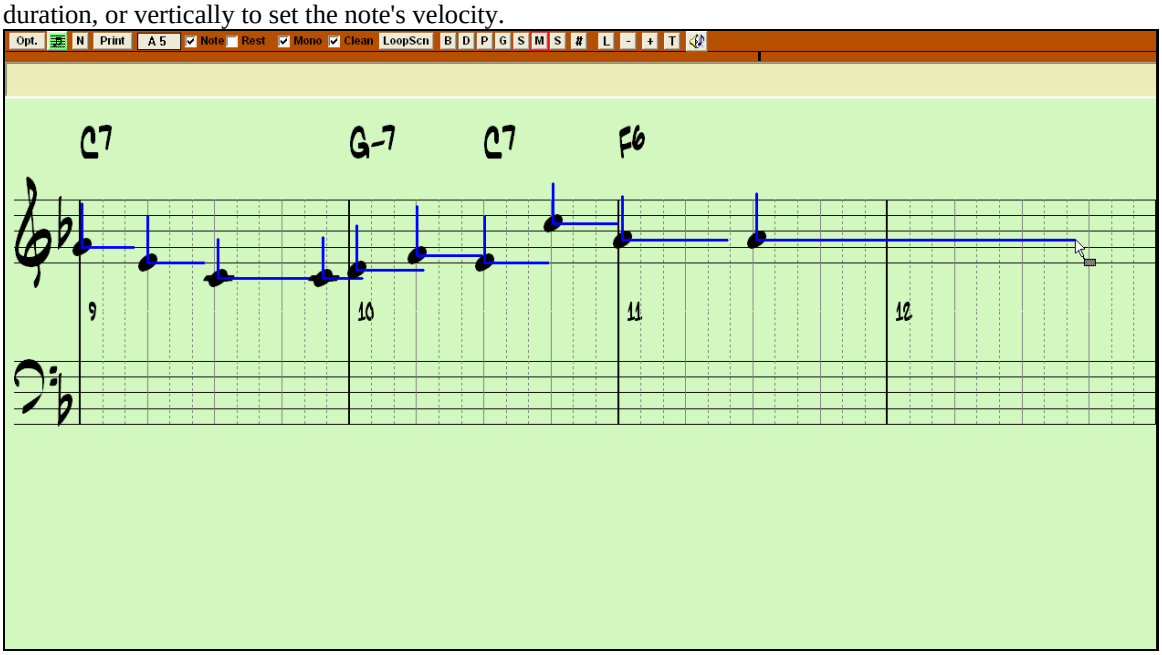


This mode is similar to the Editable Notation Mode, except that the beats begin right on the bar line**.** You can see the duration of the note visually represented by a horizontal blue line and the note's velocity displayed as a vertical blue line.

> **Tip:** If you can't see these lines, press the [Opt.] button to check that "Show Note Durations, Show Velocity Lines," and "Show Bar/Beat Lines" options are enabled.

Using the Mouse to Edit Velocity and Duration

There is an additional function available in this mode; right mouse drag. Place the mouse cursor on the note head and hold down the right-mouse button. Then, starting at the note head, drag the cursor horizontally to set the note's duration, or vertically to set the note's velocity.

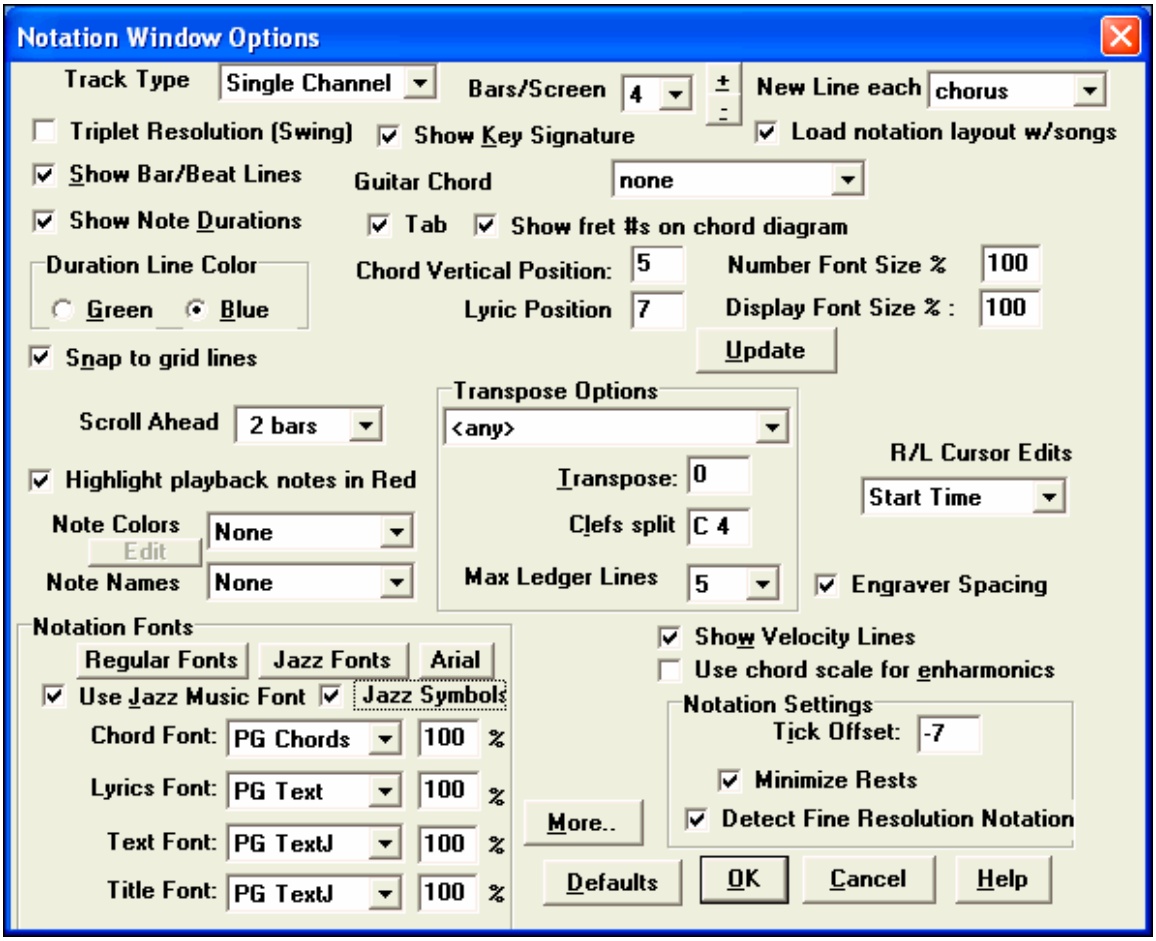


Piano Roll Window

For advanced editing of notes plus graphic controller editing, go to the Piano Roll window, either by selecting the Piano Roll button on the toolbar, or the *Window* | *Piano Roll Window* menu item.

Notation Window Options

Opt. Press the [Opt.] button in a notation window to bring up the **Notation Window Options** dialog box:



Track Type

Normally you'd leave the track type set to Single Channel, but you can also set it to Multi-Channel, Guitar, or Piano.

Multi (16) -Channel: All MIDI channel assignments are preserved and output on playback. This would be useful for importing an entire MIDI file, and playing it from the Melody channel using a silent style.

Guitar: MIDI channels 11 to 16 are assigned to the guitar strings 1 to 6. Correct guitar tablature replaces the bass clef, the notation will be up an octave, and guitar channel assignments are saved with MIDI files.

Piano: In this mode, channels 8 and 9 are treated as the left and right hand of a piano part.

Bars/Screen

This option lets you to choose the number of bars per line for both the on-screen notation display and printing.

New Line each

Use this setting to automatically start a new line on each chorus, on each chorus and the intro, or on each part marker. It applies to the Lead Sheet notation screen and to printing.

Triplet Resolution (Swing)

Band-in-a-Box automatically sets the resolution whenever a style is loaded. When a style has a triplet feel (such as Jazz Swing or a Shuffle style), Band-in-a-Box selects Triplet Resolution. This ensures that Jazz eighth notes (swing triplets) are handled correctly. When a style with a straight feel (Pop, Latin) loads the Triplet Resolution setting is automatically turned off.

Load notation layout w/songs

When this box is checked your Notation Option settings will be saved with the song and restored the next time you load the song.

Show Key Signature

If turned off, you won't have the key signature box displayed on the Notation Screen. This will save some space on the screen.

Show Bar/Beat Lines

This setting is for the Note roll mode only. When turned off (unchecked) only the staff lines will show, helpful for editing note Duration and Velocity lines.

Guitar Chord Diagrams

These are available on the notation, lead sheet, or printout for Folk, Pop, and Jazz voicings. There is an option to show the fret numbers on the diagrams.

Show Note Durations

A Note Roll mode setting to show or hide the horizontal Duration lines.

Duration Line Color (Green /Blue)

There are two color choices for the Duration lines, green and blue.

Snap To Grid Lines

If the Snap To Grid Lines checkbox is checked, the inserted note will be lined up with the closest grid line. This is similar to the way a graphics or typesetting program aligns elements accurately on a page. This means that you don't have to click exactly on the beat to have the note inserted precisely on the beat.

Scroll Ahead

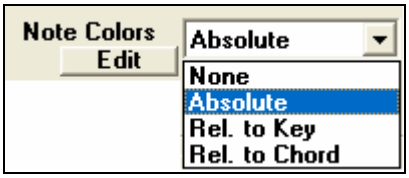
The notation window can be set to scroll 1 or 2 bars ahead of the music without interfering with your view of the current notation. To enable this feature, select the number of bars you wish to scroll-ahead in the Notation Window Options (1 or 2). Select zero bars to disable this feature. When the notation scroll-ahead feature is enabled, the lyrics will also scroll ahead.

Highlight playback notes in Red

Good sight-readers who like to read ahead can use this option to disable the highlighting of notes in red as the song is playing so it won't be distracting.

Note Colors

Colored notes will appear in color for printout on color printers or when saved in a color graphics file.



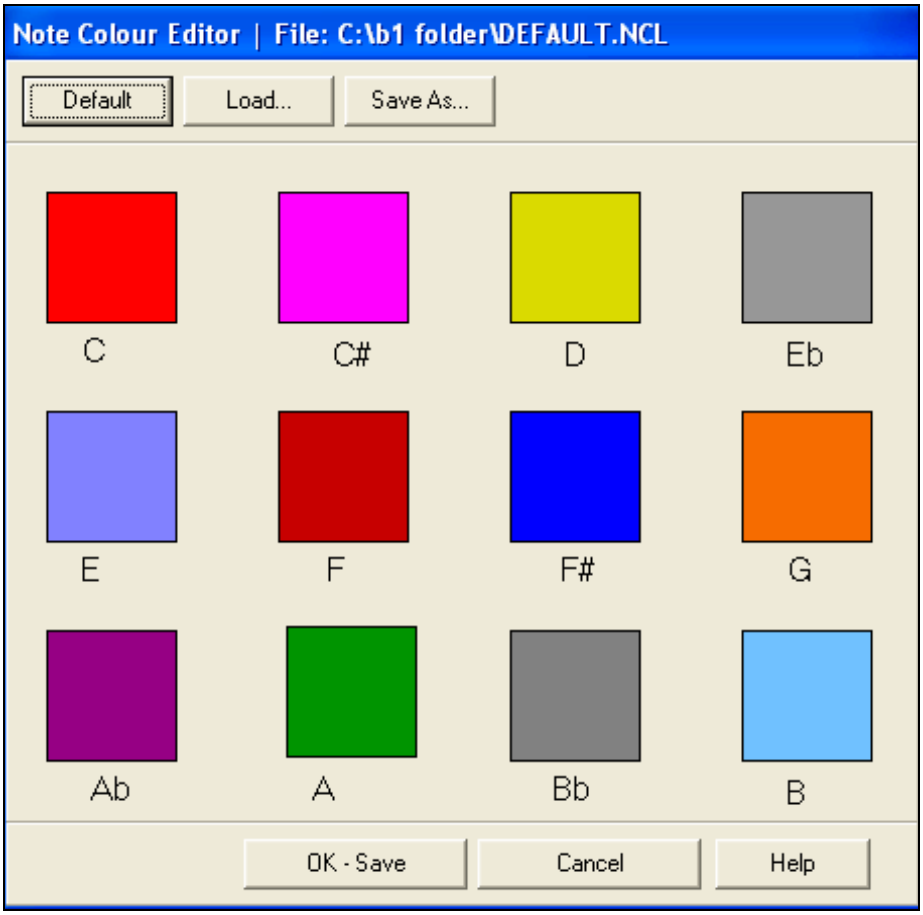
Notation can display notes in different colors based on absolute note names or relative to chord or key. The default color scheme is one that was introduced by the Russian composer Alexander Scriabin (1872-1915). When a scheme is chosen, it can be edited by selecting the [Edit] button.

Pressing the [Edit] button launches the **Note Color Editor** dialog.

Change the colors by clicking on the color above the note name.

Pressing the [OK-Save] button will close the dialog and save the file as c:\bb\default.NCL.

You can also save/load different NCL files for different color sets.



Note Names

There is an option to display note names in the center of the note head. You can display absolute note names (A, Bb etc.) or you can display numbers relative to the key or the current chord. This is helpful for learning to read music. Combined with the ability to display large font sizes, this achieves the big note look common to "EZ-2-Play" music books.

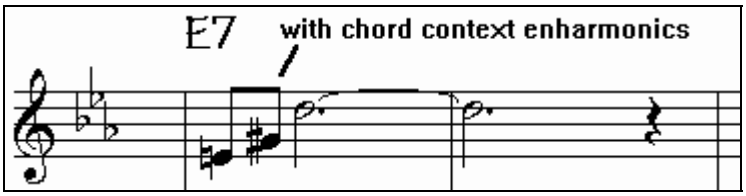
Channel numbers are also displayable on the notation. When editing notes, it is often helpful to see the channel number of each note. By setting Note Names to "Channel Numbers" you'll see the channel number for each note written into the note head of the notes. This is useful (for example) when viewing an entire MIDI file that you've loaded onto the Melody track, and want to examine the channel information, or for editing a guitar track that uses channels 11 to 16.

Show Velocity Lines

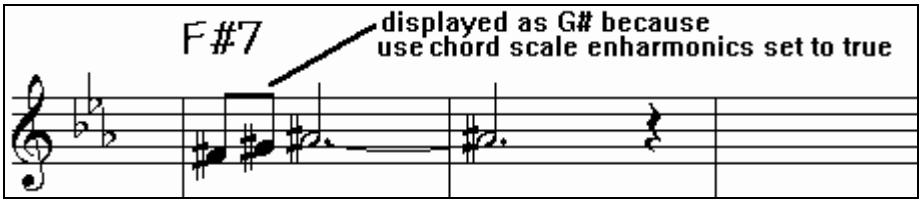
This is a Note roll mode setting to show or hide the vertical Velocity lines. Line color is determined by the Duration Line Color setting.

Use chord scale for enharmonics

The sharps and flats in Band-in-a-Box notation are context sensitive to the chord names. For example, if you are in the key of Eb, and the chord is E7, a G# note will show up as G#, and not Ab. This means that the notation accidentals will automatically show up correctly.



Enharmonics for chord tones are automatically based on the chord.



Enharmonics for passing tones are based on chords if "Use Chord Scale Enharmonics" is set to true.

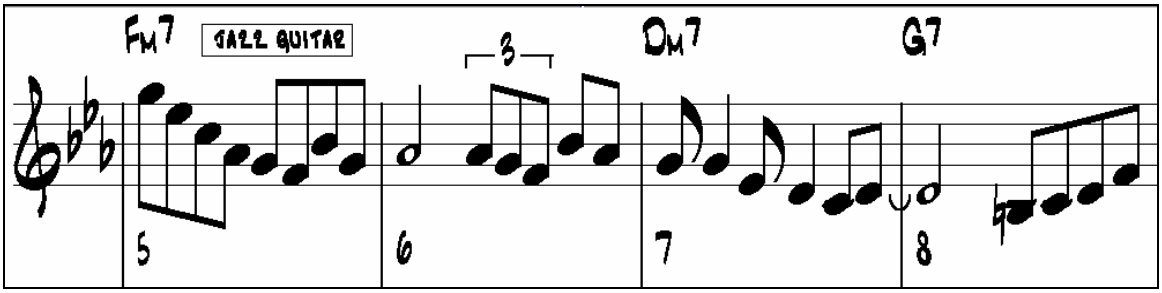
For example, on an F#7 chord in the key of Eb, the Ab note is part of the F#7 scale (as a G#, the 2nd of the scale), but is also part of the Eb key of the song. If you want to display based on the chord scale, setting "Use chord scale enharmonics" will display the note as a G# instead of an Ab.

Engraver Spacing

This is another one of the program's intelligent features which spaces the Notation appropriately to avoid overlapping notation while accounting for space required by accidentals, rests, etc. This feature is visible only in Standard Notation mode.

Selection of Font for Chords, Lyrics, Text, and Titles

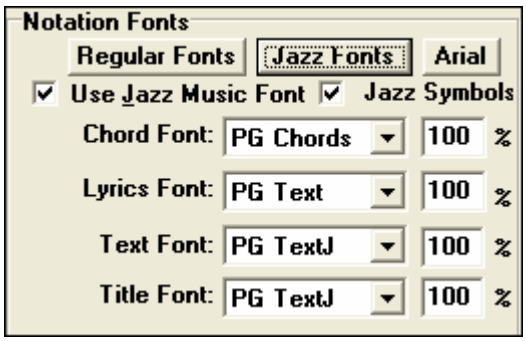
You can use the PG Music fonts or Jazz fonts for your chords and notation. Or you can choose Arial or any other font on your system for chords, lyrics, text, and titles. The Jazz fonts have the "handwritten manuscript" look.



To select just the Jazz music font select the "Use Jazz Music Font" option, then choose your Chord, Lyrics, Text, and Title fonts.

The [Jazz Fonts] button installs a pre-selected group of Jazz fonts.

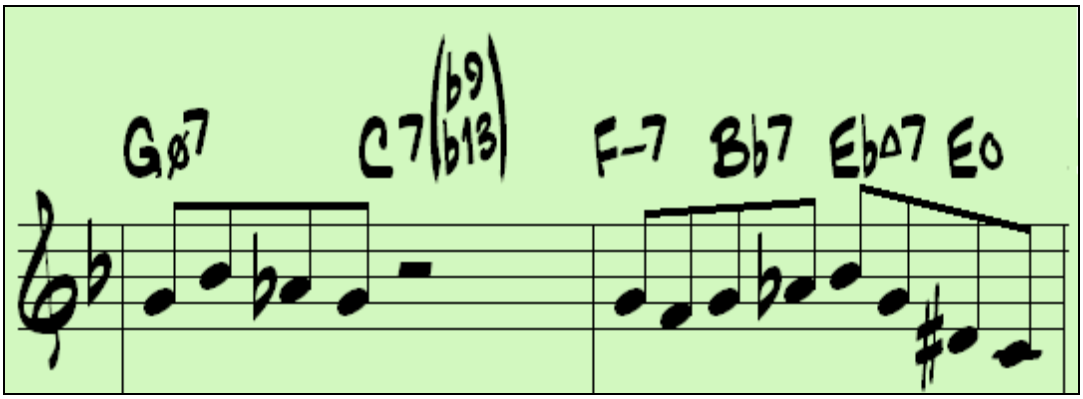
The [Arial] button installs the regular notation font and Arial for everything else.



Or you can select from any of the fonts installed on your computer using the settings found in the **Notation Options** dialog.

Check "Use Jazz Music Font" to use the Jazz font, and check "Jazz Symbols" to use shorthand Jazz chord symbols in the notation.

Jazz Chord Symbol Graphics (circles, triangles)

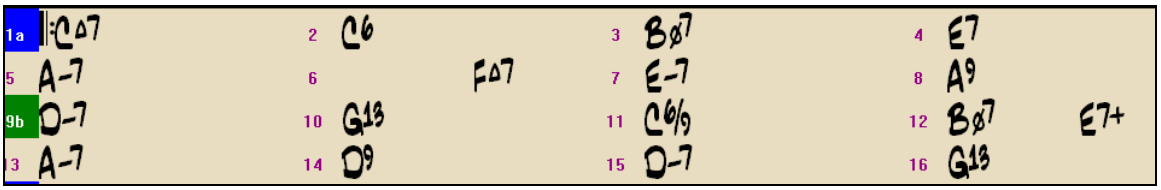


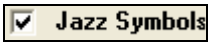
Jazz and Pop music often use certain non-alphabetic symbols for chord types. These include a delta (triangle) for major chords, a circle for diminished, and a circle with a slash for half-diminished. Also, tensions like b9 and b13 are stacked vertically and contained in brackets. You can now select this option, and see these symbols for display/printout on the Chord Sheet, Notation, and Lead Sheet windows.

The Jazz Chord Symbol Graphics can be displayed independently on the Chordsheet and the Notation or Lead Sheet windows.

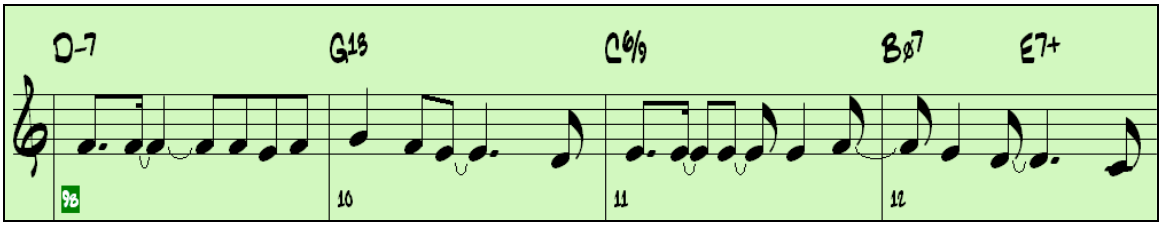
To get the Jazz Chord Symbol Graphics on the Chordsheet, choose *Opt.* | *Preferences* | *Display Options* and set "Chordsheet Font" to "Jazz Chord Symbols."

You'll then see a chord sheet like this.





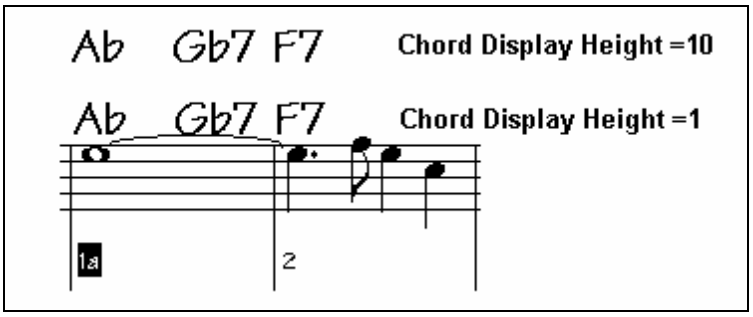
To see the Jazz Chord Symbol Graphics on the Notation/Lead Sheet printout, set the Notation Options. The Notation will then look like this.



The Lyrics and Text fonts appear in the Notation window, the Lead Sheet, and the printout. The Title font is used for the Titles, Composer, and Styles names that appear on the Lead Sheet window and printout. You can choose from selected fonts, or use the "Other…" selection to use any font. For example, you could use `PG Jazz Text Extended` (PGTextje) for a jazzy look.

Note: PG Music notation and text fonts are installed automatically by the program in your *Windows* | *System* directory.

Chord Vertical Position

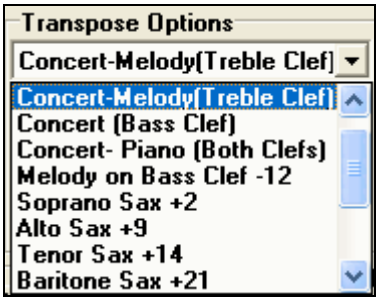


This controls how high the chords will be written above the staff. If set to = 5 the chords will be written 5 notes above the top of the staff. If your piece contains a lot of high notes, then set the chord position to a high setting.

Lyric Position
You can adjust the height of the lyrics by setting the lyric height (smaller values like –8 are higher on the notation).

Display Font Size %
To select the notation font size for display, enter the Display Font Size as a percentage, either more or less than 100%. The same setting is available in the Lead Sheet window and the Print dialog.

Transpose Options



These preset transpose settings for non-concert instruments like brass and woodwinds will auto-select the correct transpose settings and clef split points for the instrument. For example, Trumpet +2 will write the music up 2 semitones, and the split point will be adjusted to display the music in treble clef.

Guitar and bass settings are also included.

Transpose
The Transpose setting lets you manually adjust the Notation window to display notes either higher or lower than their actual pitches.

Clefs split at
Determines the split point for placing notes on the Bass or Treble clef. The default setting is C5, middle C. Use a higher split point, such as C6, if you want notes up to a G above middle C written on the bass clef with ledger lines.

Max Ledger Lines
You can specify an upper limit of a note range so that high notes won't result in an excessive number of ledger lines. The default is 6, which would show a maximum of 6 ledger lines above the treble clef staff.

Notation Settings

Tick Offset
Lets you display the music ahead or behind the beat. A setting from 1 to 120 to have the music displayed forward in time, a setting from -1 to -120 will cause the music to be displayed ahead of the beat. 120 ticks equal one quarter note.

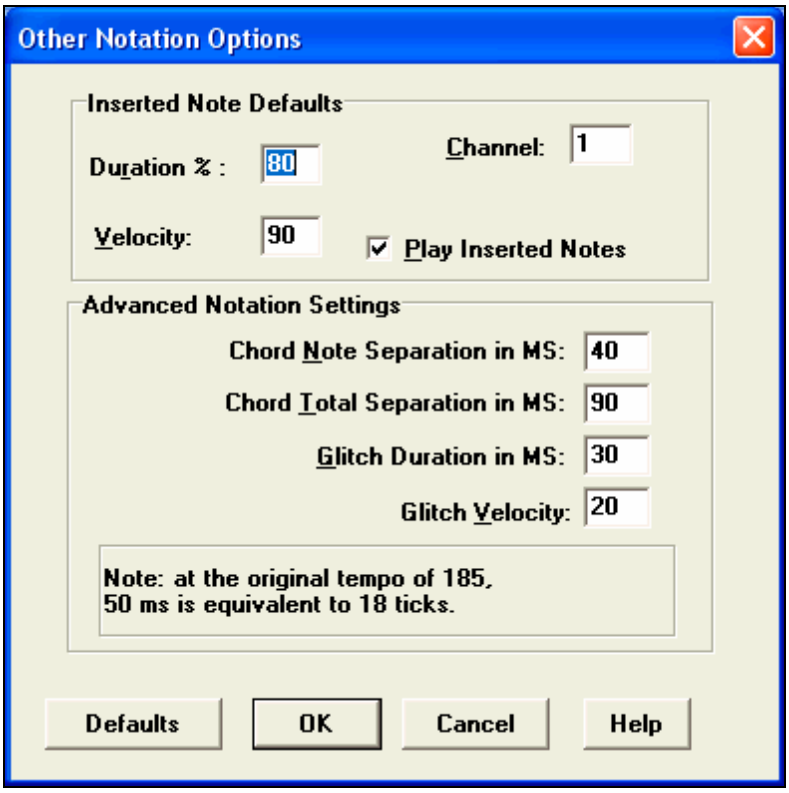
Minimize Rests
When checked, Band-in-a-Box will eliminate unnecessary rests. For example, if staccato eighth notes are displayed as sixteenth notes separated by sixteenth rests the setting will remove the rests and show the notes as eighth notes.

Detect Fine Resolution Notation
Improved auto-transcription identifies and correctly displays up to 128th notes. To set a beat to a certain specific resolution right mouse-click on the Time Line located at the top of the Notation window. You'll then see a Beat Resolution dialog where you can set the resolution for both the Treble and Bass clefs.

R/L Cursor Edits is used in the keystroke note editing features.

More..

This button opens the **Other Notation Options** dialog.



Inserted Note Defaults
These settings determine the default values for notes that you enter manually.
Duration %
Notes are not always played for their full duration. If a whole note is inserted with a duration of 80%, the note would play for 80% of 4 beats = 3.2 beats.
Velocity
The loudest possible note has a velocity of 127; a velocity of 0 is silent.
Channel
Assign the MIDI channel of the inserted notes.
Play Inserted Notes
When checked, notes that you insert will sound briefly as they are inserted. This lets you hear that the note you inserted sounds correct.
Advanced Notation Settings
These advanced settings give you control over the clean notation features.
Chord Note Separation in MS and Chord Total Separation in MS
This lets you set the width of chords. Band-in-a-Box will display a new group of notes on the notation for every chord. If you know that a track is single notes and therefore couldn't have any chords, set the chord note separation to a small value like 10ms and then every note will be displayed on a new note stem. The chord width parameter is also used for the "chord step advance" feature.
Glitch Duration in MS and Glitch Velocity
When set properly, "Glitches" will not be shown on the notation. Any note less than a certain length of time or less than a certain velocity can be filtered out.

Keystroke Note Editing

You can easily edit notes using only keystrokes. By stepping through the notes one-by-one, when a note is highlighted you can change the pitch using the cursor keys, and other values (timing, duration, channel) with other hot keys. This speeds up editing of notes. To use this function, you do the following:

1. Open up the Notation Window.

2. Move to the note that you want to edit, and then press the Chord Advance (INS or DEL key on the Numeric Keypad). This highlights the current note.
3. With the note highlighted in red, use the cursor up/down keys to change the pitch of the note. You hear the pitch change as the note changes.
4. Use the cursor left/right keys to change the note's start time, duration, channel, or velocity (depending on the setting of the "Right/ Left Cursor Edits" field in the Notation Options Dialog.

Press the [Esc] key or [Stop] button when you're done.

Section Text for Notation

You can add custom Section Text and Boxed Text messages at any position in the notation track, with optional box to appear around the text.

To put a section text comment on the notation track:

- Open up the notation window, and press the [N] button to enable editable notation.
- Right click on the track at the point that you want to enter the section text. Answer YES to the question "Would you like to enter Section Text?"
- This launches the **Section Text Event** dialog box that allows you to type in the text. You can set the text type to "Boxed" or "Regular."

Scrub Mode on Notation

Scrub mode allows you to move the mouse over a group of notes and hear them playing. To enable the scrub mode, press the Scrub button in the Notation window toolbar. Then hold the mouse and drag it over the notes that you want to hear.

Lead Sheet Window

The Lead Sheet window displays a full screen of notation with one or more parts. Other options include a selectable number of staffs per page, clefs to show, font size, margin, scroll-ahead notation, and lyrics. If you like to sight-read along with Band-in-a-Box, this is the window for you.

Launch the Lead Sheet window from the main screen by pressing the Lead Sheet button (or **Alt+W** keys), or with the *Window | Lead Sheet Window* menu option. This button is also available from the Standard Notation window. As the notation scrolls ahead, you can read ahead without waiting for a page turn. During playback, red rectangles highlight the current bar. If the bar is empty (or in Fake Sheet mode), the Lead Sheet will draw the staff lines and bar lines in red.

The Lead Sheet is also useful as a kind of "Print Preview" feature, as it offers you the ability to correlate the on-screen notation to a hard copy printout.

You can move around the Lead Sheet window in various ways. Cursor keys and mouse clicks will move a small blue rectangle around the screen, which lets you type in chords at that location. Double-clicking the mouse at any bar will start playback from that position.

Selecting Parts in the Lead Sheet

Clicking on the track selection toolbar will select a different track. The track names are [B]ass, [D]rums, [P]iano, [G]uitar, [S]trings, [M]elody, and [S]oloist.

To view multiple parts click on the button for the top part you want to view, and then hold down the **Ctrl** key and click on the other parts you want to view in the order you want to see them, from top to bottom. You will then see a group of tracks, displaying in the order that you have requested them. To revert to a single track of notation, simply click on a track without holding the [Ctrl] key down.

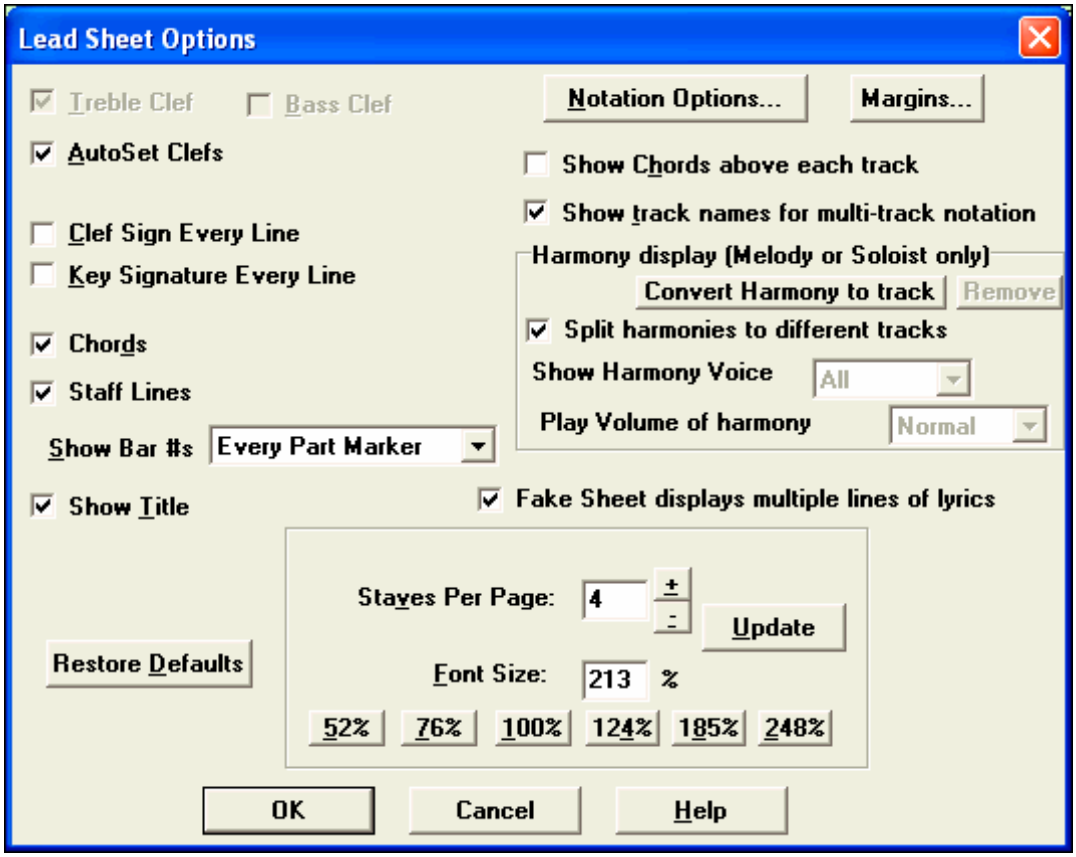
There is an option in the **Lead Sheet Options** dialog to allow you to display the chords above each track, or just the top track of the notation.

If you press [Print] from the Lead Sheet window you will be able to print out the multiple tracks of notation.

Lead Sheet Options Dialog

Pressing the [Opt.] button launches the **Lead Sheet Options** dialog.

The settings in this dialog are applicable to the Lead Sheet window only. If you want to set options that are shared by the Lead Sheet window and the Notation window, press the [Notation Options…] button.



Treble Clef and Bass Clef

These checkboxes choose which clefs will display in the Lead Sheet view.

AutoSet Clefs

When set Band-in-a-Box will attempt to pick the clef for you, automatically displaying the bass clef when you are on the bass track or any other track with low bass notes. It will show both clefs when on the piano or drum track.

Clef Sign Every Line and Key Signature Every Line

By default, the Clef and Key will be shown at the beginning of every page, but if you want one every line, you can check these options.

Chords and Staff Lines

Both are shown by default. Uncheck if you don't want them to display.

Show Bar #s

Choose whether the bar numbers will be shown for each bar, only at part markers, or not at all.

Show Title

If set, the song title will be displayed along with other information like Composer Names and Style information that is set in the Print Options dialog of the Notation window. To set these options choose File | Print from the menu.

Fake Sheet displays multiple lines of lyrics shows lyrics for 1st and 2nd endings or multiple choruses stacked as multiple lines on the fake sheet.

Restore Defaults

You can reset all the Lead Sheet Options back to default settings by pressing the [Restore Defaults] button.

Notation Options

To set Options that are shared by the Lead Sheet window and the Notation window, press the [Notation Options…] button.

Margins

Set margins for the Lead Sheet window, just like the margins in a word processor. This feature has no effect on printout; the Print dialog has its own margin settings.

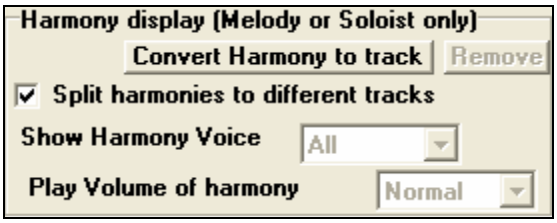
Show Chords above each track

When using multiple tracks of Notation, this determines whether each track will show the chord names or not.

Show track names for multi-track notation

If checked, the Band-in-a-Box track names will be inserted at the start of each part in the multitrack notation display.

Harmony display



- **[Convert Harmony to track]** will add a harmony to an existing Melody.
- **[Remove]** will remove the harmony from the track.
- **Split Harmonies to different tracks** enables the splitting of the harmonies to different tracks on the lead sheet.
- **Show Harmony Voice** allows you to select ALL tracks, which will cause each track to display on a different track on the Lead Sheet. Or select a specific Voice to display only that voice. For example, if you choose "Voice 2" and press OK, you'll now see just voice 2 of the harmony.

You can control the volume of the selected harmony voice relative to the other voices in the harmony. The Play Volume of harmony voice setting can be set to:

- **Normal** Harmony plays as normal.
- **Solo** Only the selected voice will play.
- **50% Solo** Selected voice is much louder than other voices.
- **Quiet** Selected Voice is much quieter than other voices.
- **Muted** Selected Voice is muted.

Staves Per Page

The number of staves shown in the lead sheet can be set by typing in a number or using the [+] and [-] buttons. If "Auto-Set" is selected, the number of staves will be set automatically, attempting to fit the lead sheet on a single page.

Font Size

Choose the font size with one of the preset buttons for popular sizes, or type a number between 45% and 300%.

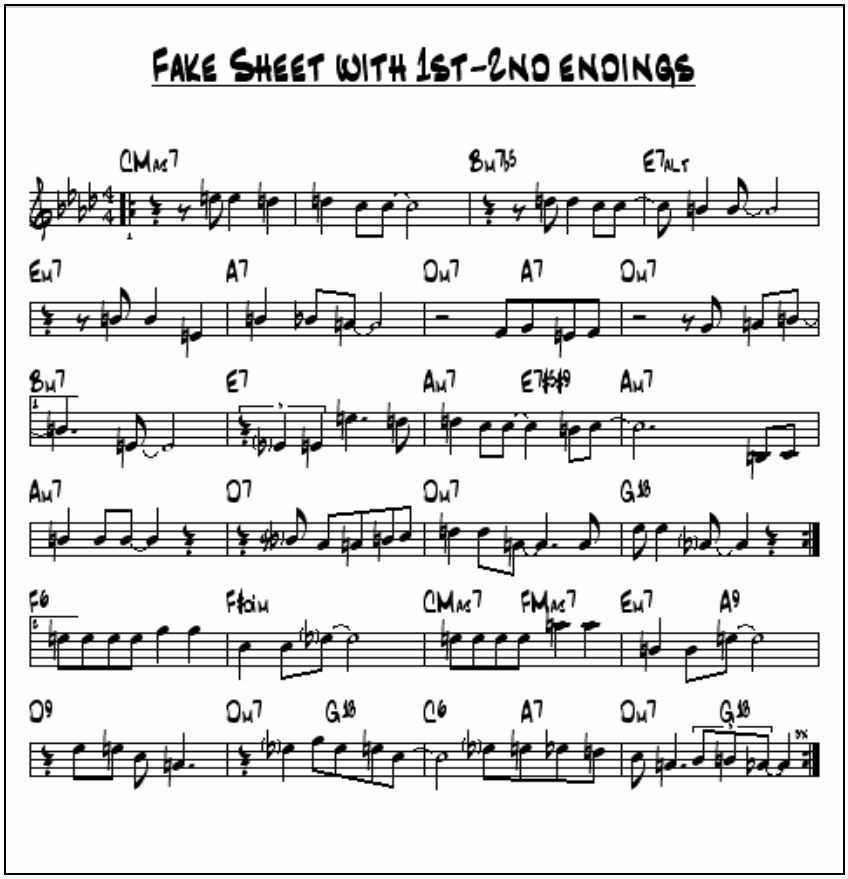
Fake Sheet Mode

The Lead Sheet window has its own Fake Sheet Mode checkbox. When it is NOT selected, the lead sheet will work as it always has (in linear mode).

Fake Sheet Mode

When Fake Sheet mode IS selected, the form will show like a lead sheet, with only one chorus showing, and 1st/2nd endings and repeats displayed.

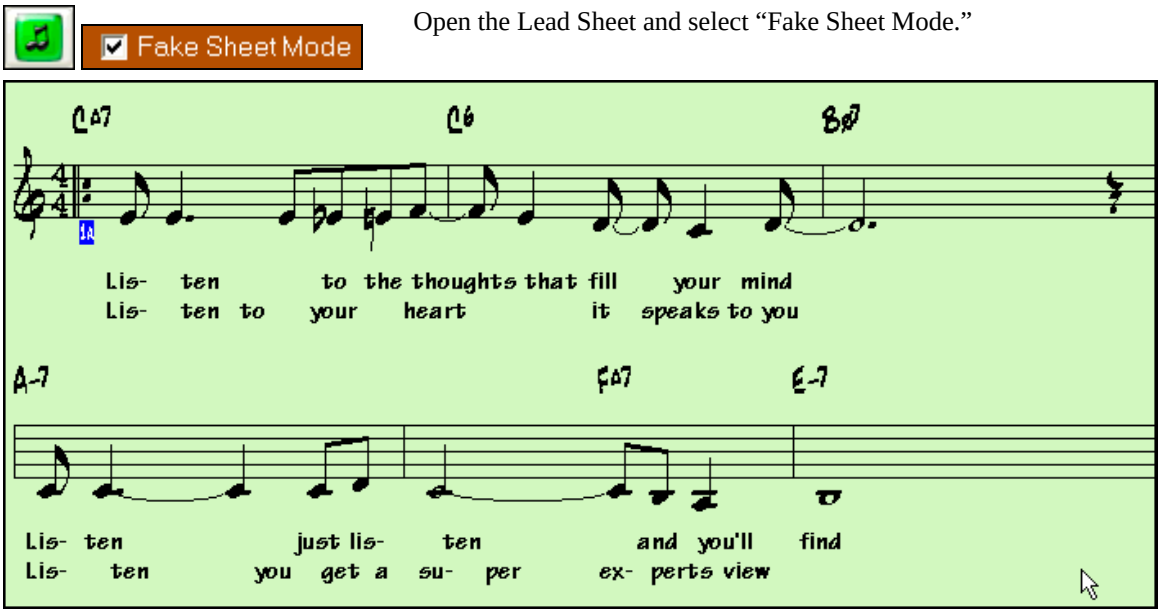
The Fake Sheet can show multiple lines of lyrics for 1st and 2nd endings or several verses stacked in multiple lines.



Multiple lines of Lyrics on Fake Sheet.

If your song has 1st and 2nd endings or multiple verses of lyrics, multi-line lyrics can be displayed, so you'll see all verses on the same fake sheet. Load in the song c:\bb\ Tutorial - BB 2005\Listen Multi-line lyrics Demo.MGU.

Open the Lead Sheet and select "Fake Sheet Mode."


Fake Sheet Mode
Lis- ten to the thoughts that fill your mind
Lis- ten to your heart it speaks to you
Lis- ten just lis- ten and you'll find
Lis- ten you get a su- per ex- perts view

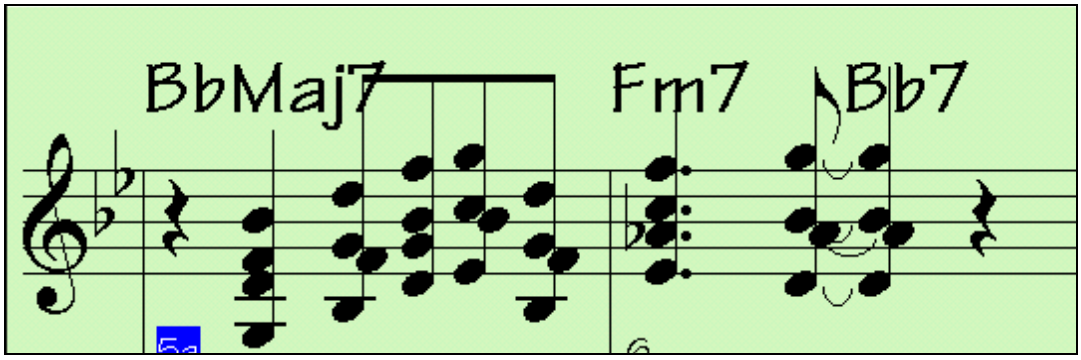
This song has a 1st/2nd ending entered, with separate lyrics for each ending. Multiple lines of lyrics will also appear if there are lyrics in multiple verses (choruses).

In the **Notation Window Options**, "Lyric Position" allows you to vertically position the height of the lyrics.

Harmony Notation Display

Harmonies can be displayed on the Lead Sheet window (or printed) with **separate notation tracks for each harmony voice**. View each harmony on a separate track, or view/print a single harmony voice. To examine the harmony display features, load in the song "Night_T.MGU." The melody of this song was previously converted to a harmony using the *Melody | Edit | Convert Melody to Harmony* option, so this song contains a harmony on the Melody part.

Open the Notation window (**Ctrl+W**) and you'll see all four voices of the harmony on the same treble clef.

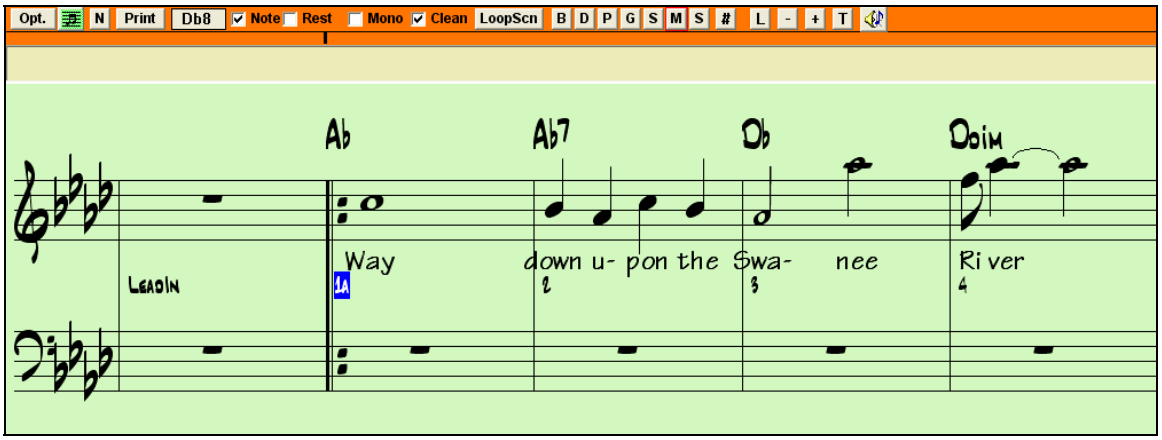


Now open the Lead Sheet window. Band-in-a-Box now recognizes that this is a harmony (generated by Band-in-a-Box), and displays each voice on a separate track of the lead sheet.

Press the [Print] button to print out "Voice 2." If needed, press the notation "Transpose Options" to first visually transpose the instrument to Eb for an "Alto Sax" chart.

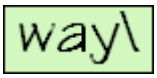
Lyrics

Band-in-a-Box supports lyrics in three different ways, Note-based Lyrics, Line-based Lyrics, and a Big Lyrics (Karaoke) window. The complete list of lyrics functions is found in the *Lyrics* menu. See the Reference chapter for itemized descriptions.

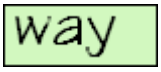


Note-based Lyrics

Note-based lyrics offer accurate placement of lyrics as you can place a word under each note. As you enter the lyrics, the note is highlighted. Pressing the **Tab** or **Enter** key moves to the next note. Use "/" and "\" to enter line breaks and paragraphs.



On the Notation window, you see the paragraph/line breaks for the lyrics.



But on the Lead Sheet, the marks are not shown.

Note-based lyrics are saved with the MIDI file, so you can use them in your other MIDI programs.

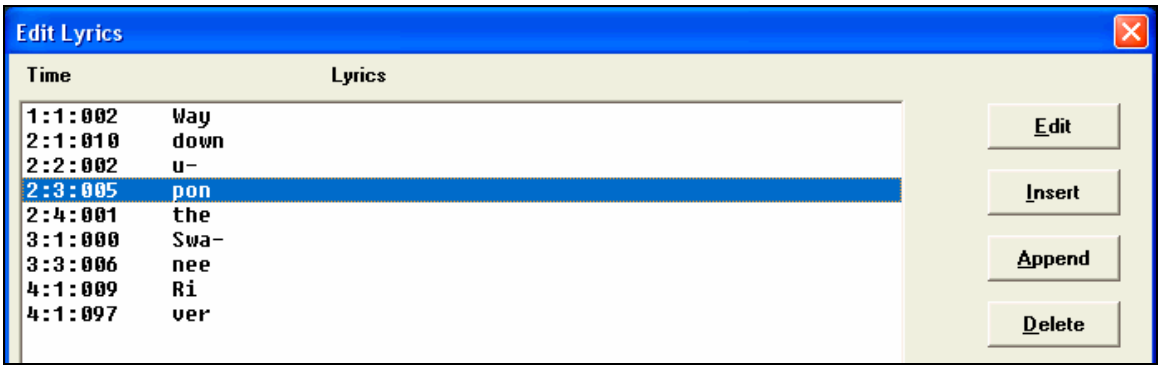
You can enter note-based lyrics by pressing **Ctrl+L** keys or pressing the [L] button on the Notation toolbar.

Placement is set in the Notation Options dialog. A Lyric Position setting of -10 puts the lyrics directly under the treble clef. Higher values put them lower.

Lyrics Event List

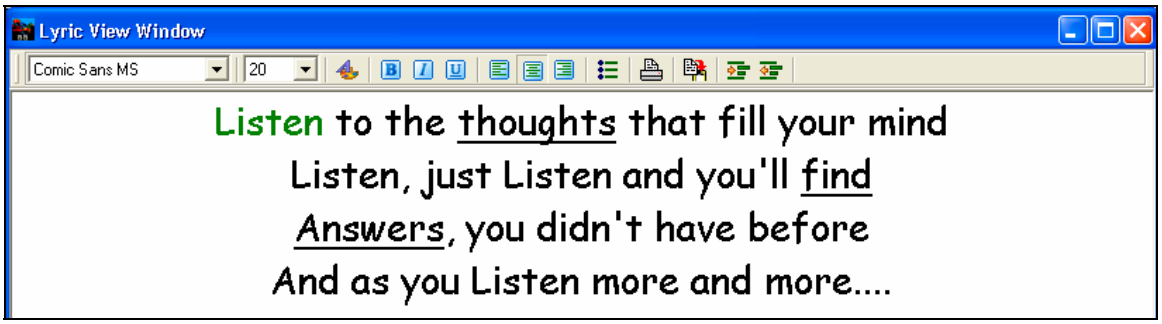
You can edit the lyrics using an event list as well. This allows you to enter lyrics at any point, not just tied to a note.

Once you press the # button, you then press the [Edit Lyrics] button. You can then see the **Edit Lyrics** dialog.



From here, you can edit lyrics, or INSERT new lyrics or APPEND lyrics to the end of the track, or DELETE lyrics. A single lyric event can be 128 characters.

Lyric Document Window

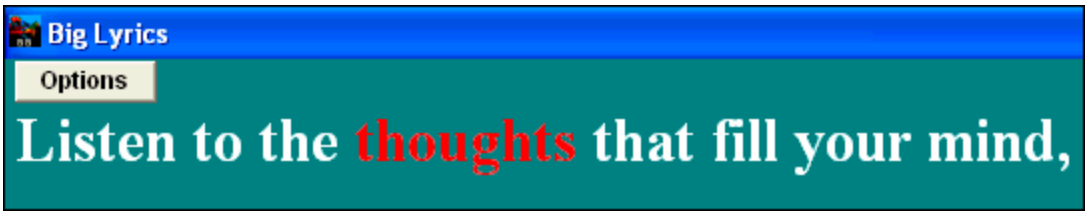

Lyric View Window
Comic Sans MS
20
Listen to the thoughts that fill your mind
Listen, just Listen and you'll find
Answers, you didn't have before
And as you Listen more and more....

The **Lyric Document** window displays a full screen of fully formatted lyrics so you can easily copy and paste lyrics to and from your favorite word processor. If you have the lyrics available you can quickly paste them into Band-in-a-Box.

You may already have the lyrics to your song typed into a word processor, nicely formatted with font/color/bold choices etc. Previously, you would need to retype them into Band-in-a-Box and would lose your formatting. Now you can simply Copy/Paste them to/from your word processor. This allows you to quickly add lyrics to any Band-in-a-Box song.

Big Lyrics (Karaoke) Window

The Big Lyrics window is great for sing along or Karaoke. It opens from the Lyrics menu, with the keystrokes **Ctrl+Shift+L**, or with the [L] toolbar button.



Each word is highlighted as it plays, and the window can be customized by clicking on the [Options] button. Click on any word in the Big Lyrics window to start the song playing from that point.

Lyric Window Options

Add chord symbols, customize your color scheme, choose a favorite font, and select a size in the **Lyric Window Options** dialog. Chords can be displayed on a row above the lyrics on the Big Lyrics window

On the Big Lyrics window **Options** dialog, if you set "Show chord symbols above the lyrics," you then see the chords written on a separate line.

Separate chord colors are used for the Chords and Lyrics, allowing these elements to be visually separated.

You can also select the color for the chords in the options dialog.

When there are no lyrics for a few bars, the Big Lyrics window displays the chords in a line divided by bars so that they are easy to read. When the lyrics resume, the chords are interleaved with the words as before.

With this option selected the Big Lyrics scroll a page at a time. When the lyric cursor reaches the next-to-last line of the lyrics it will scroll to the top of the page, allowing uninterrupted reading of lyrics.

If you have the Lyrics window option “Auto-open lyrics window for songs with lyrics” selected, and a MIDI file (or .KAR) containing lyrics is opened, the lyrics window will open to show the lyrics.

The popular Karaoke file format (.KAR) can be opened directly into Band-in-a-Box just like MIDI files. Chord symbols are displayed (Band-in-a-Box intelligently analyzes the chords of the song), as well as the lyrics from the Karaoke files.

Printing

Print Options

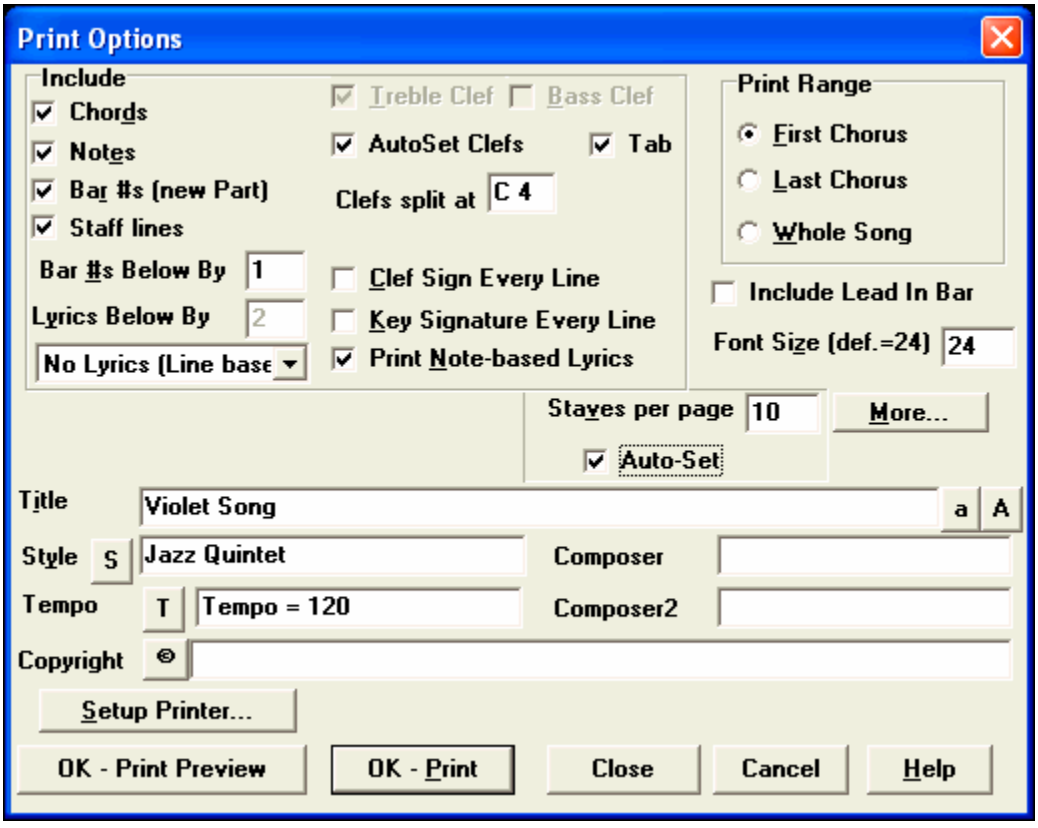
Pressing the printer button launches the **Print Options** dialog box. Print options include title, bar numbers, composer, style, and copyright.

Include Chords
If selected, this will include the chords of the song on the lead sheet. Remember that you can set the height that the chords will appear in a different dialog box (the Options Dialog box).

Include Notes
If you want only a chord lead sheet with no Notes, then turn this off. Otherwise it should be ON.

Bar #s (new Part)
If set to YES, this will include a bar # written at every part marker, as well as the letter of the part marker. So bar 1 might be written as 1a. There is no option to print out every bar number at this time.

Staff Lines
Set to off (uncheck) to print a “chords only” fake sheet with chord symbols and bar lines but no staff lines or notation.



Lyrics
Lyrics can either be printed above the chords, below the staff, separately at the end (on a separate page), or not printed at all. Normally lyrics are printed below the staff.

Treble Clef
Normally you will want to include the treble clef unless you're printing a bass part or left hand piano part alone and want to save space.
Bass Clef
For melodies or solos, you probably won't want the bass clef printed. For other parts (piano, bass, drums, etc.) you should set this option to YES.
AutoSet Clefs
With this setting the program will print only the clefs that are necessary. For example, a Melody would probably print with just the treble clef, while a bass part would use only the bass clef, and a piano part would use both clefs.
Tab
Enables tablature display and printout for guitar and bass tracks.
Clef Split At
This determines where the notation will split the treble and bass clefs. Middle C is normally considered to be C5, and C4 is one octave below. For a melody or soloist part, you will probably want the entire part to be printed on the treble clef, so you could choose to split the clefs at C4.
Clef Sign Every Line
Leave this unchecked if it's not needed and you want an uncluttered look.
Key Signature Every Line
Most modern fake books don't include the key signature every line. If you would like to see a key signature at every line, set this to "Yes."
Print Note-based Lyrics
Set to "Yes" to print the Melody part with Lyrics, or turn off to print just the music for the melody line.
Print Range (First Chorus/Last Chorus/Whole Song)

You can either print the First chorus, the Last chorus, or the whole song. When you change this setting, Band-in-a-Box will reset the number of staves per page setting in order to auto-fit the printout to one page, if possible.

> **Tip:** You'll want to print the last chorus in a song that has a tag ending, or if you want to see a 2-bar ending printed.

Include Lead-In
If your song has a lead-in (pickup) to bar 1 then make sure you've checked the Lead-In. Actually, Band-in-a-Box sets this for you by looking for notes in the lead-in measure. You can override this automatic setting, if necessary.
Font Size
This is the font size for the printed music. Changes will be seen in the Print Preview.
Staves per page
Band-in-a-Box sets this setting for you automatically to auto-fit on 1 page, use this to override the auto setting. Remember that the title takes up 1 stave. The "Auto-Set" option will set the number automatically, and will try to fit the lead sheet on a single page.
More… (Print Margins)
Click here to set margins. You can also select the Always fill tempo option, which automatically writes the current tempo on the song sheet.
Title/Style/Tempo/Composer/Copyright
Enter this information in the fields provided. If the title is long the font size will be reduced, and the title won't be underlined. Titles are limited to 60 characters.

- Click the [A] button to print the title in upper case.
- The [T] button automatically inserts the current tempo setting for the song.
- The [©] button will insert the copyright symbol into the copyright field.
- The [S] button will enter the full style name into the Style field.

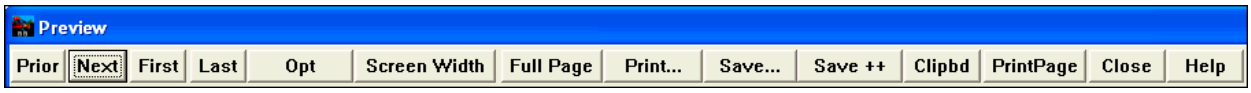
Setup Printer

This launches the setup dialog box for your printer. If you choose a new printer, Band-in-a-Box will automatically set this as your default printer. Click on the [Setup…] button to open the printer properties to set paper size, resolution, page orientation and other settings controlled by the printer driver.

> **Tip:** In the Notation Options you can specify an upper limit of a note range with the "Max Ledger Lines" setting high so notes won't have an excessive number of ledger lines.

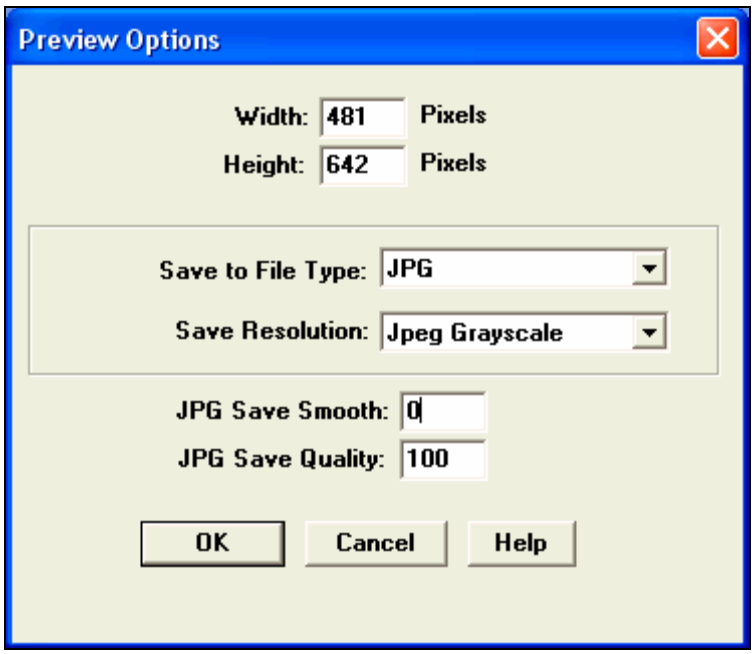
Print Preview

This feature allows you to preview what the printed pages will look like by displaying them on-screen.



Use the [Prior], [Next], [First], and [Last] buttons to navigate additional pages.

Press the options button to open the **Preview Options** dialog. In the Preview Options you can set the exact number of pixels to display for the print preview, the same settings are also used if you choose to save the pages to a graphics file in the popular .JPG, .TIF, or .BMP file types.



This feature is only limited by available memory. This allows high resolution BMP's like 2400 x 3000.

A BMP of 2400x3000 is 300 dpi for an 8"x10" page.

You will then see a high-res graphic on screen, and you can save that to a BMP using the [Save…] button. Printing to a graphics file allows you to embed your notation in a document, or in an HTML file for use on your web site.

Display Options

Use this button to display the notation across the full width of the screen.

This button will shrink the notation to display a full page at a time.

Saving the page(s) as Graphics files

The [Save…] button saves the current page as a Graphics file.

The [Save + +] button saves all of the pages to graphics files named songnamexxx.bmp, where xxx is the page number.

With the clipboard button you can quickly copy a bitmap to paste into other applications.

Printing from the Print Preview

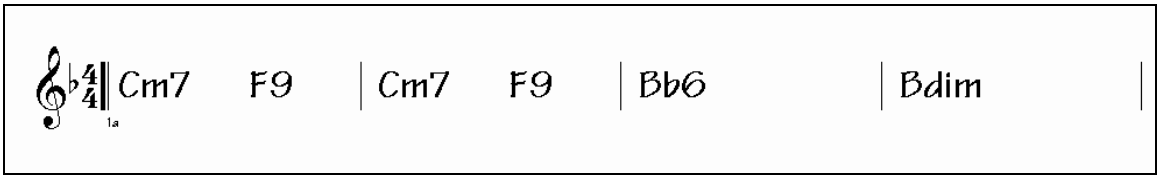
You can print the page(s) by pressing the [Print…] button to return to the Print Options and then pressing the [OK – Print] button.

Press the [PrintPage] button to print only the page that is shown onscreen in the **Preview** window, not the complete song or a full chorus.

Chords-Only Lead Sheet Display and Printout

Need a simple fake book style chord chart? You can display just the chords in the Lead Sheet window or print out a lead sheet with just chord symbols.

To print a chords-only lead sheet, uncheck the Staff lines checkbox in the Print Options dialog.



Printing Multiple Parts

To print more than one track of notation:

- Open up the Lead Sheet window.
- Click the mouse on the track that you want on the top stave.
- **Ctrl+click** (hold down the Control key and click the mouse) on the tracks that you want below the top stave.

You will then see a group of tracks displayed in the order you selected them.

Press [Print] from the Lead Sheet window to print the multipart Band-in-a-Box notation.

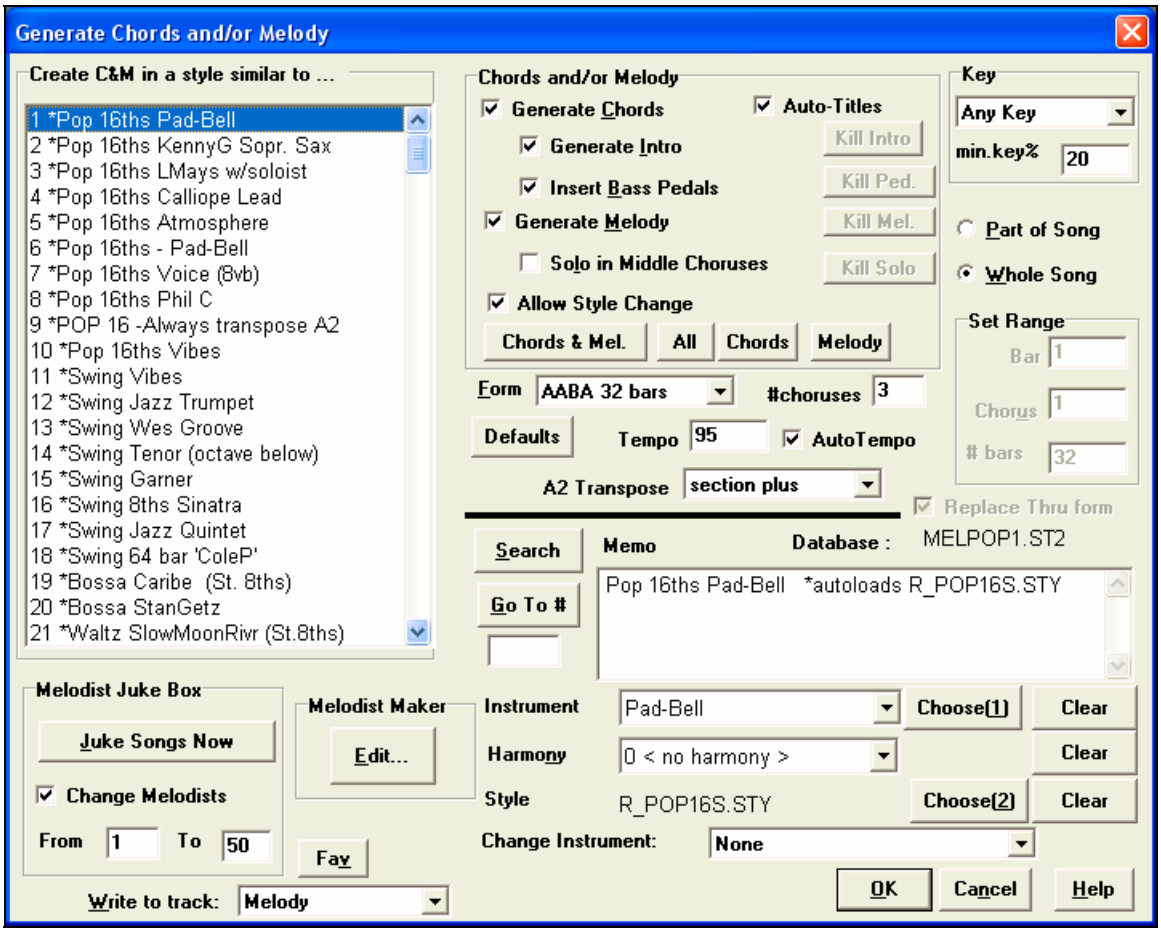
Chapter 8: Automatic Music Features

Automatic Songs – "The Melodist"

Feel like composing a brand new song? Using the "Melodist" feature you can compose a new song in the style of your choice, complete with intro, chords, melody, arrangement, etc. All you have to do is pick from one of the many "Melodists" available and press [OK] button. The program then creates the intro, chords, melody, and arrangement in any given style. The Melodist will also generate a melody over an existing chord progression.

This feature can be a powerful practicing aid for sight reading and improving your ear.

Press the on-screen [Melodist] button to launch the Melodist.



The left side of this screen displays the list of the Melodists available, including Pop, Swing, Bossa, Waltz, Rock, Bebop, and Jazz Ballads. The Melodist will generate Intro, Chords, Melody Harmony, Style, and Solos using the group of settings preset with the selected Melodist. Scroll down the list, and pick a Melodist that you'd like to use.

Generate Chords / Generate Melody / Generate Intros / Auto-Titles

The items that are selected will be generated. The convenient preset buttons will automatically set the appropriate settings to popular presets.

The [Chords & Mel.] button will set the checkboxes to Generate Chords & Melody (but not Solos).

The [All] button will generate Chords, Melody, and Solos.

The [Chords] button sets the options to generate Chords only (no Melody).

The [Melody] button will set the options to generate only a Melody (no chords) over an existing chord progression.

Insert Bass Pedals
When selected Pedal Bass figure will be inserted during the intro and at the end of sections.

Solo in Middle Choruses
This will generate an improvisation in the middle choruses of the song.

Allow Style Changes
When selected, this option allows a Melodist to load in the style associated with it. If you don't want Melodists to change the current style that you have loaded, then deselect this option.

Form
This selection box allows you to choose between a song generated with a specific form (AABA 32 bars) or "free" form. The AABA defaults to 32-bar form, which is the most popular song form.

> **Tip:** Melodists may alternatively be set to 64 bars (e.g. Melodist # 18 ColeP 64 bar form). The song "form" refers to the pattern that the verse and chorus repeat. An "AABA 32" form has 4 sections of 8 bars each: the "A" section is the verse and the "B" is the chorus (or bridge) of the song.

 # Choruses
This determines how many choruses of the song form (Melodies) are to be generated. For example, if set to 5, the Melodist will generate 5 choruses, enough for an intro chorus, ending chorus, and 3 Middle Choruses. The # choruses setting defaults to the # choruses present in the current song.

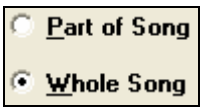
This button sets the Melodist back to its default settings.

Tempo / Auto Tempo
The Tempo Setting determines the Tempo of the song, and defaults to the current tempo of the previous song. If the "Auto-Tempo" is checked, the tempo will be set at the tempo range stored within the Melodist.

A2 Transpose
In songs with an AABA form, it is common for the second "A" section to be transposed. For example, the first "A" section might be in the key of Eb, and the second would be transposed up to the key of Gb. Some Melodists are set to transpose the A2 sections, set the A2 transpose to none if you don't want it transposed. If set to "section plus" it will transpose the A2 section, and might also transpose 2 bars early or 2 bars late.

This area determines the key for the song. If set to "Any Key" the program will randomly pick a key for the song, weighed more heavily toward the popular keys (C, F, etc.). "min. key%" determines what % of songs are generated in minor keys vs. major keys.

If set to 20, then 20% of the songs would be generated in minor keys.



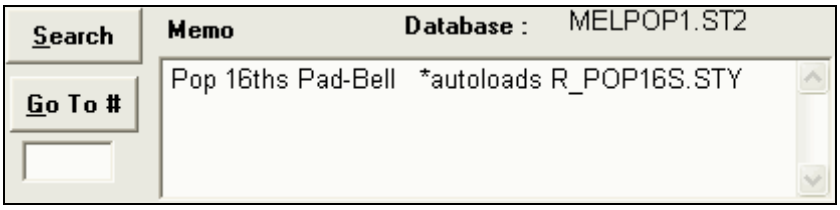
Select whether you want to generate the Whole Song or just part of it. If you select Part of Song, you can specify which bar and chorus to start at, and how many bars to generate.

> **Tip:** You can also set the "Song Key Combo" box to a specific key, or set it to use the current key of the previous song. If you want to generate only part of a song, an easy way to set the range of bars is to highlight/select the bars by dragging the mouse over the chord area prior to launching the Melodist dialog. Then the "Generate" form will be automatically set to "Part of Song" and the range of bars will be set to the selected area.

Replace Thru form
If the form of the song is AABA, you'd normally want the regenerated section to be repeated throughout the form in all of the "A" sections. This option will instruct the Melodist to copy the generated bars to the other "A" sections.

> **Tip:** If you'd like to remove the current Intro, Melody, or Soloist Track, press the [Kill Intro], [Kill Melody] or [Kill Soloist] button.

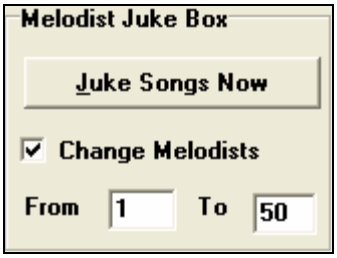
Press the [Search] button and type in part of a Melodist name, memo, style name, or other text associated with a Melodist. This will cause the Melodist selection to change to the next item containing the text. Similarly, you can type in a # of a Melodist and press the [Go To #] button.



The Memo area displays a Memo for the current Melodist, as well as the name of the Database (e.g. MELPOP1.ST2) that the Melodist is based on.

Instrument / Harmony / Style / Change Instruments
Melodists can store patch and harmony settings, and these are displayed in the Instrument area of the Melodist selection screen. You can also set the instrument to change each chorus. You can override the settings of the current Melodist and choose your own patch, harmony and change instrument settings.

The Melodist Juke Box



Press [Juke Songs Now] button to launch the Melodist Jukebox. It will continuously generate new songs and play them in Jukebox fashion. Using the "From…To" setting, you can set the range of Melodists to include in the Jukebox, or keep the Jukebox on the same Melodist by deselecting "Change Melodists."

Write to track
Usually, the Melodist is written to the Melody track. To write it to the Soloist track, perhaps as a counter-melody, then set this setting to Soloist.

The Favorites button allows you to pick a Melodist that you've used recently.

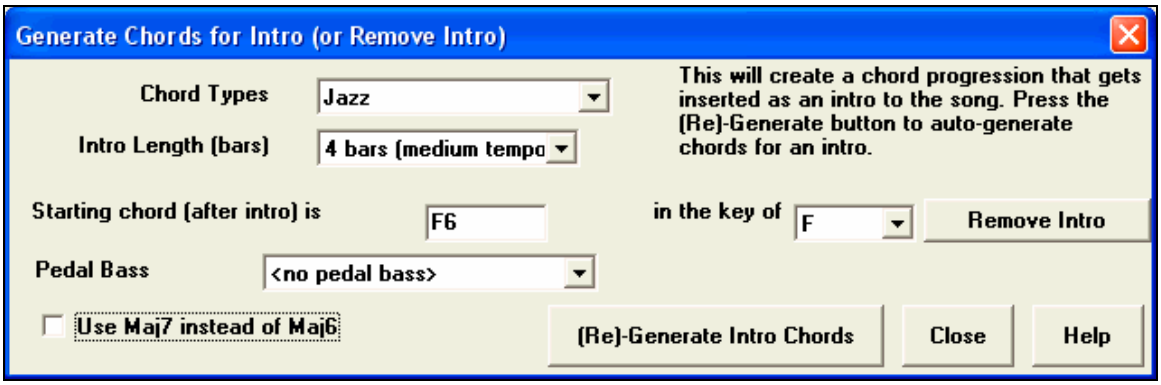
If you'd like to create your own Melodists, or permanently change the settings of existing Melodists, press the [Edit…] button to launch the Melodist Maker.

Automatic Intro – Song Intros

With a single button you can generate a 2, 4, or 8-bar intro for any song. The chords will be different each time, and you can keep pressing until you get the progression that you want. The intro generated is an appropriate chord progression in the chosen style of music (Jazz/Pop), with optional pedal bass, and leads correctly to the first chord of the song. Intros can also be removed.

Press the [Intro] button or select *Edit* | *Intro Bars* to generate an intro.

Once you press the [Intro] button, the Intro Dialog is displayed.


Generate Chords for Intro (or Remove Intro)
Chord Types
Jazz
This will create a chord progression that gets inserted as an intro to the song. Press the (Re)-Generate button to auto-generate chords for an intro.
Intro Length (bars)
4 bars (medium tempo
Starting chord (after intro) is
F6
in the key of
F
Remove Intro
Pedal Bass
<no pedal bass>
Use Maj7 instead of Maj6
(Re)-Generate Intro Chords
Close
Help

Pressing this button will insert or replace an intro in the song, with the given settings.

- **Chord Types** - You can choose between Jazz and Pop styles of chords.

- **Intro Length (bars)** - This sets the duration of the intro to 2, 4, or 8 bars.
- **Starting chord (after intro) is** - This setting assures the generated intro smoothly transitions into the song.
- **Remove Intro** - Pressing this button removes the intro.
- **Pedal Bass** - Inserts a pedal bass figure throughout the intro.
- **Use Maj7 instead of Maj6** - Choose between using Maj7 or Maj6 chords.

Automatic Song Title Generation

The Song Title generator names every song that the Melodist writes, if the Auto-Titles checkbox is selected. This feature can be used on its own to suggest titles for your own compositions. It will keep making titles until you get one you like.

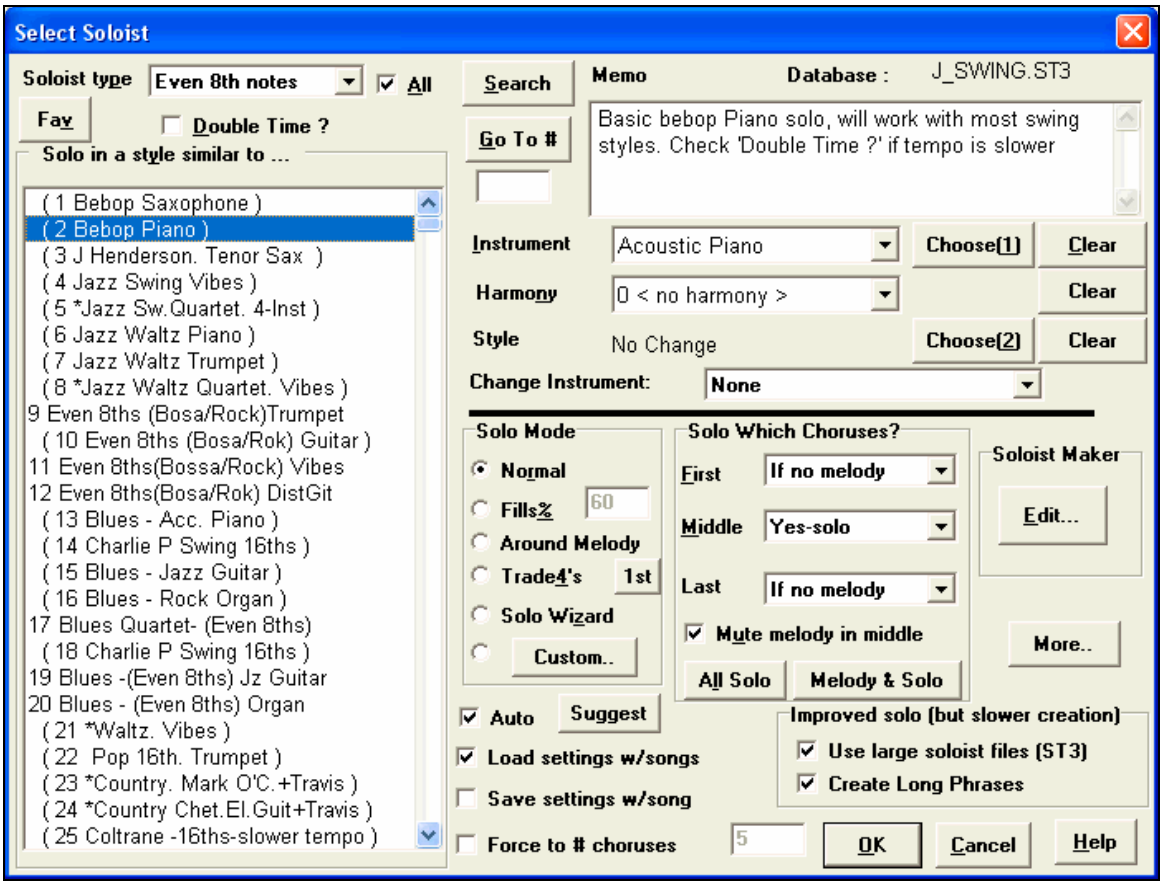
Press the [SONG TITLE] button to generate a song title , a new title will appear immediately in the title area of the screen. Click again for another one. Select *Edit* | *Undo Title* to go back one title.

Customizing the song title generator

These word lists stored in a text file calledTITL1.TXT. This file has several sections, each with two sets of words that will be put together. You can add new sections, with an adjective section and a noun section. Please see the comments included in the file TITL1.TXT for details on adding text to the file.

Automatic Solo Generation – "The Soloist"

To select a pre-made Soloist, click on the [Soloist] button on the toolbar, or press **Shift+F4**, or choose *Soloist* | *Generate and Play a Solo*. The "Select Soloist" window opens.



Pick a type of Soloist in the "Soloist type" list box and choose the appropriate style, or enable the "Auto" checkbox and press the [Suggest] button next to it. This brings up a list of Soloists in that style; simply choose which one you like.

If you can't find the Soloist you're looking for, try pressing the [Search] button to type in part of a name to search for.

The [Fav] button finds your favorites by opening a list of the last 50 Soloists used.

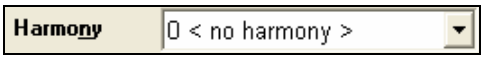
Go To# box allows you to select from the list exactly which Soloist to choose (if known).

The pre-made Soloists may set the style, instrument, and harmony, but you can change these settings to your own choices.

The [Clear] buttons will remove the currently selected Instrument, Harmony, or Style.

Use the [Choose(1)] button to select an instrument and automatically set the soloist note range for that instrument.

Use the [Choose(2)] button to select any style from the \bb folder.



For a harmonized solo, choose a harmony from the Harmony list.

Solo Mode

In Normal Solo Mode, Band-in-a-Box solos in the normal way of improvising choruses of the song.

Several other options are provided for adding improvisation to your song in a variety of ways, including Fills, Around Melody, Trade4s, Solo Wizard, and a user-defined Custom setting.

Fills%

Fill instructs the Soloist to "noodle" on the song part of the time (% box).

Around Melody

To solo around the Melody, do the following:

- Open up a song that has a Melody, preferably a sparse Melody with some space in it that a Soloist might be able to "jump in."
- Press the [Soloist] button. Select the Solo Mode "Around Melody."
- Set the Soloist to play in All Choruses, and uncheck the "Mute Melody in Middle" option.
- Press [OK] and the Solo will be generated, playing riffs at times when the Melody isn't playing.

Tip: For added effect, add a guitar chord solo to the Soloist part using the Chord Solo button in the Guitar window and choosing Solo as the destination, or simply choose a Guitar Harmony like 32 J Pass.

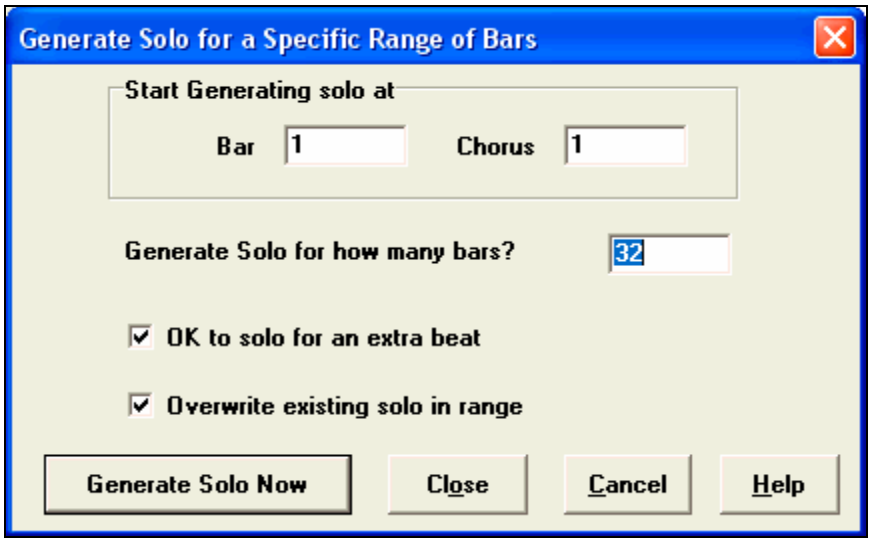
Trading 4s

There is a type of soloing called "Trade4s"soloing. "Trading fours" refers to a solo lasting four bars, usually followed by a different melodic solo or drum solo for the next four bars. Band-in-a-Box can generate the first four or the second four bars.

Soloist Wizard
This option enables the "Soloist Wizard." As you play notes on either a MIDI keyboard connected to the computer or on the QWERTY keyboard, the program will play "correct" notes in the style of the current Soloist! This means that you can play a "perfect" solo every time, simply by pressing any key on your MIDI keyboard or QWERTY keys.

> **Tip:** The Soloist will use the velocities you play or pick its own, depending on the setting in *Opt | Preferences (2) | Use MIDI velocity for Soloist Wizard*.

Custom Solo Generation
The [Custom] button located on the Soloist Selection Dialog launches the Custom Solo Dialog. This allows you to set the range for the solo:



> **Tip:** You can have these values preset to the values you'd like by first selecting/highlighting the range of bars that you'd like from the Chordsheet screen, then clicking on the Soloist button.

- In real life, a Soloist tends play a couple of extra notes after the solo section ends. Setting "OK to solo for an extra beat" allows the Band-in-a-Box soloist to behave in the same way.
- If you want to overdub a solo and you have multiple solo tracks going at once, de-select "Overwrite existing solo in range."

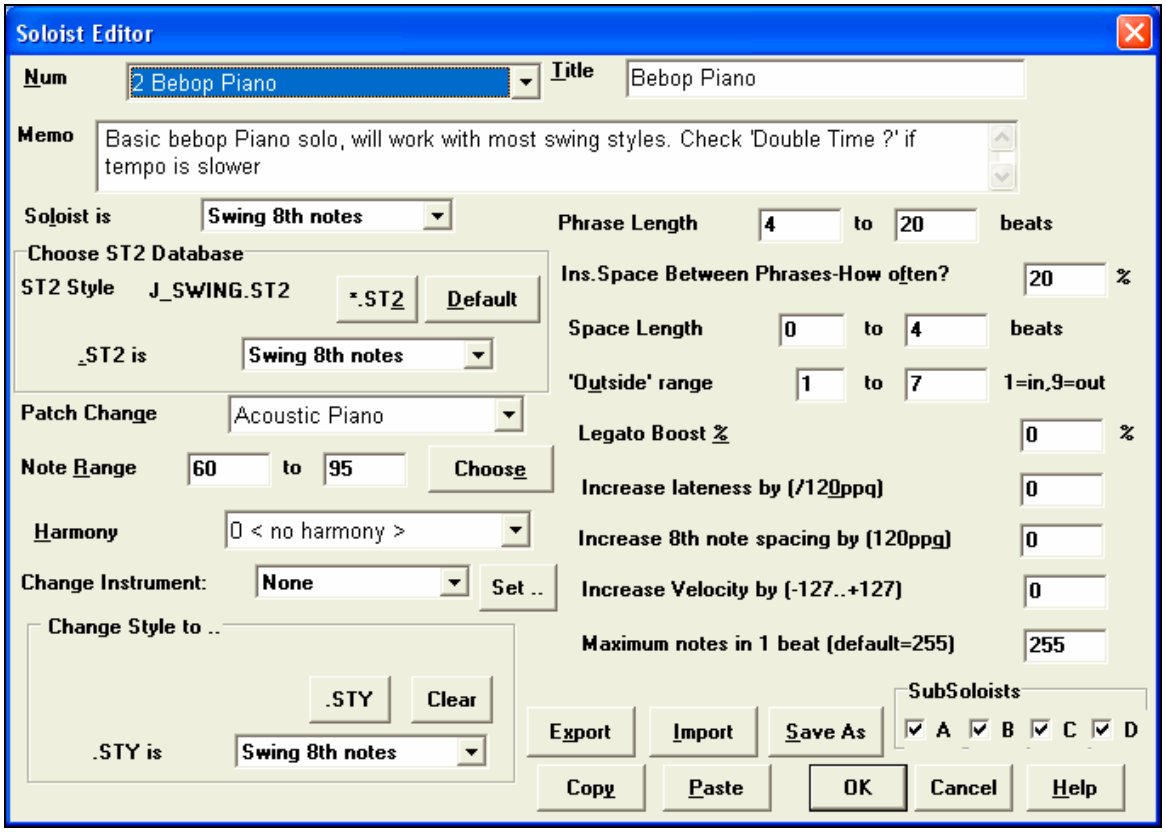
Once you press the [Generate Solo Now] button, the portion of the solo that you have selected will be (re)generated. The song will automatically start playing 2 bars before the new part, so you can quickly hear the new solo.

There are additional buttons and checkboxes to further define the Soloist.

Double Time? Checkbox
Set to "true" if you want a double-time solo; 16th notes instead of 8ths.
Solo Which Choruses?
Select which choruses you would like the Soloist to solo over. Choose from first, middle, last, any combination, or all three choruses. Press the [All Solo] button to have the Soloist play over everything. Press the [Melody & Solo] button to have the Melody play the first chorus, then have the Soloist come in on the second chorus, then have the Melody "play the tune out" on the last chorus.
Auto-Suggest
If the "Auto-Suggest" checkbox in the Select Soloist Dialog is on, you will find that an appropriate soloist is already selected for you. If you would like a different soloist, press the [Suggest] button and Band-in-a-Box will suggest another appropriate choice.
Load/Save settings w/song
These settings allow the saving and loading of Soloist settings. Enable these checkboxes if you with to load and save these settings with a song.

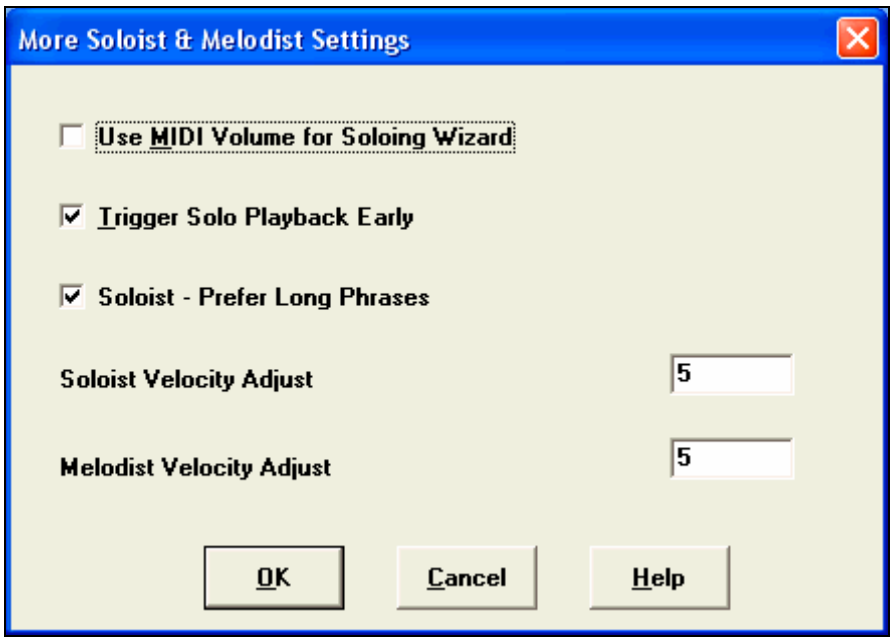
Force to # of Choruses
Allows you to set a song to a definable number of choruses (e.g. 5) so that there are enough choruses for everyone to take a turn Soloing. This box allows you to quickly decide how many choruses you would like Band-in-a-Box to generate without having to open the *User | Force song to # choruses* menu item. The default is 5.

The Soloist Maker [Edit] button launches the **Soloist Editor** module where you can make your own or modify an existing Soloist. This feature allows you to define your own Soloists.



You can control how many notes per beat that the Soloist will use. If you set a "Rock Guitar" Soloist to use nothing shorter than 16th notes it produces less 32nd note "guitar hero" solos.

This button launches the **More Soloist & Melodist Settings** dialog.



This dialog can also be accessed from the *Opt.* | *Preferences* [Soloist] button.

Set **"Use MIDI Volume for Soloing Wizard"** to true if you want MIDI velocity information sent to the Soloing Wizard. If you have a velocity sensitive MIDI device attached to your computer and you want to control the dynamics of the Soloist, you should enable this feature.

Set the **"Trigger Playback Early"** to true to enable song playback to start before the Soloist has actually completed composing a solo. Otherwise, Band-in-a-Box will completely compose a solo before song playback begins.

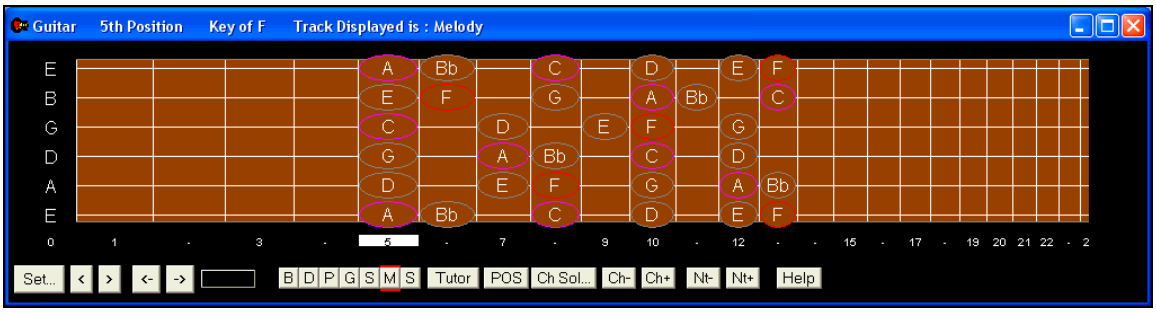
Soloist – Prefer Long Phrases
Set this checkbox to "True" (enabled) if you would like the Soloist to use the longest musical phrases it "knows."

Soloist/Melody Velocity Adjust
This box allows you to quickly boost or reduce the volume of the Soloist part relative to the other instrument parts. For a realistic mix the soloist instrument is set slightly louder than the other instruments/parts in a song. The default is 5.

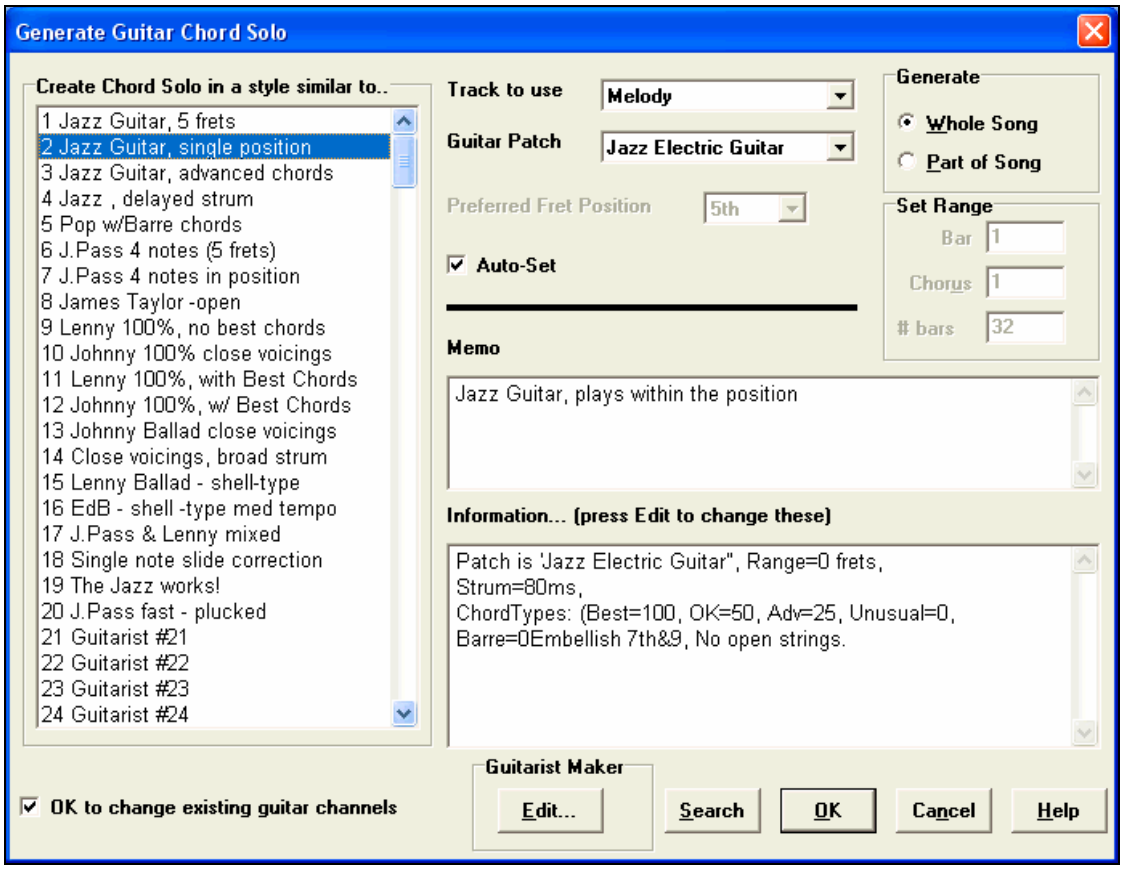
Automatic Guitar Solos – "The Guitarist"

The Guitarist allows you to generate a guitar chord solo for any melody. Band-in-a-Box will intelligently arrange the melody to a guitar chord solo by inserting real guitar voicings throughout the piece. You can select from among many "Guitarists" in order to create your arrangement. You can also define your own Guitarists; choosing parameters such as strum speed, types of voicings

(Pop/Jazz), embellishments, and much more. Guitar Solos are selected from the Guitar window, which opens with the Guitar button.

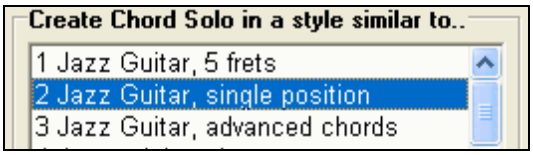


Press the [Ch Sol…] button to launch the Generate Guitar Chord Solo function, or use the *Melody* | *Generate Chord Solo* menu item.



Here are the steps to generate a Guitar Chord Solo:

1. Select the Guitarist to use.



In the main list at the left of the Window, you see the list of the Guitarists that are already defined. For example, you can see that Guitarist #2 is called "Jazz Guitar, single position." That will create chord solos that stick to a single position on the guitar neck whenever possible.

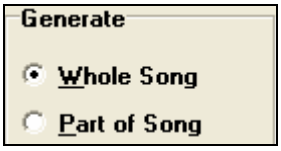
2. Select Melody (or Soloist) track.

Normally, the Guitar Chord solo is written to the Melody track. But you can also select the Soloist track as the destination.

3. Confirm the Guitar Patch selection.

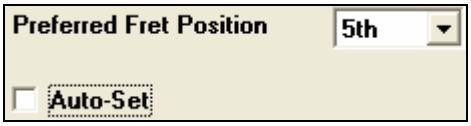
The Guitarist that you pick will already have chosen the guitar patch to use, but you can override it with this setting.

4. Select the Range of the song to use.



You can either generate a chord solo for the whole song, or just a region of the song. In either case, remember that you need to have an existing melody to work with.

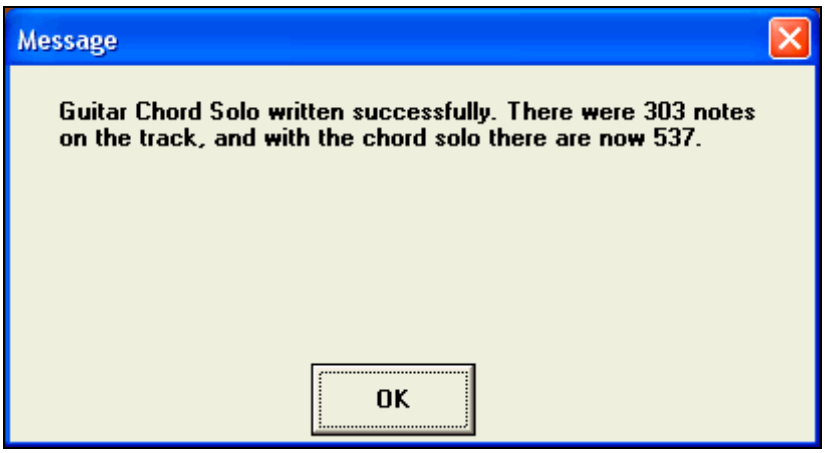
5. Select the Main Guitar Position to use.



The "Auto-Set" feature sets the main guitar position for the solo based on the key signature. For example, in the key of C, Band-in-a-Box will choose the 5th position as the best position for the chord solo to be played. If you wanted the solo to be in the 12th position, you could de-select the "Auto-Set" and then set the guitar position to 12th position.

If you already have a guitar track that has guitar channels (for example if it was played on a guitar controller as a single string guitar part), then you might want to tell Band-in-a-Box not to change the guitar positions of the notes that it finds. Otherwise set "OK to change existing guitar channels" to true.

6. Press OK to generate the Solo.


Message
Guitar Chord Solo written successfully. There were 303 notes on the track, and with the chord solo there are now 537.
OK

You'll then see a dialog box that tells you the solo has added a solo to the track, adding about how many notes to the existing number of notes. The playback will begin automatically, and you'll see the guitar voicings on the Guitar neck.

As you listen to the solo, you'll notice the following:

- Some of the notes are left as melody, and some are assigned to chords.
- A wide variety of guitar chords are used, including some advanced chords. All of them are popular chords played by real guitarists – there are no *theoretical* chords.
- The chords are strummed, to simulate a real guitar player.
- The Track Type for the Melody has been set to Guitar – so the notation shows [Tab], and the MIDI file will be saved with the Guitar Channels (11-16) preserved which preserves the fret positions.
- All of these items can be customized in the Guitarist Editor.

Technical Note: Since some of the guitarists can be assigned to strum the chords in a delayed fashion, if you repeatedly re-generate the solo, the melody will become more and more delayed. The solution(s) for this occurrence would be to choose *Edit* | *Undo Solo* prior to regenerating the solo, or picking a Guitarist that doesn't delay the strum. The Strum Delay Status is indicated on the "Info" panel of the Select Guitarist screen.

Once you have generated a guitar chord solo…

The chord solo is now part of the notation track. You can edit it like any other part, by deleting/inserting notes, etc. You can use the special guitar features discussed in the Guitar Window section to change the guitar voicings or replace a note with a chord and vice versa.

When you have a note or chord highlighted press the [Ch-] or [Ch+] Insert Guitar Chord button on the guitar window (or 7 or 8 on the NUMPAD keypad). Each time you press the [Ch-] or [Ch+], you'll see that the guitar chord changes to a different voicing, cycling through the available 5-10 voicings possible for each chord

In a similar manner, you can convert a chord to a guitar note, and use the Insert Guitar Note button for this. Pressing the [N+] (or 3 or 4 on the NUMPAD keypad) repeatedly cycles through playing the same note on all 6 strings.

The solo will be saved with the song (.MGU) and exported to a MIDI file with the string positions intact because we use channels 11 to 16 for the Guitar part. You can remove the solo at any time, even after the solo has been saved or reloaded, by choosing *Melody* | *Remove Harmony part* menu item.

Guitarists can be customized using the Guitarist Maker.

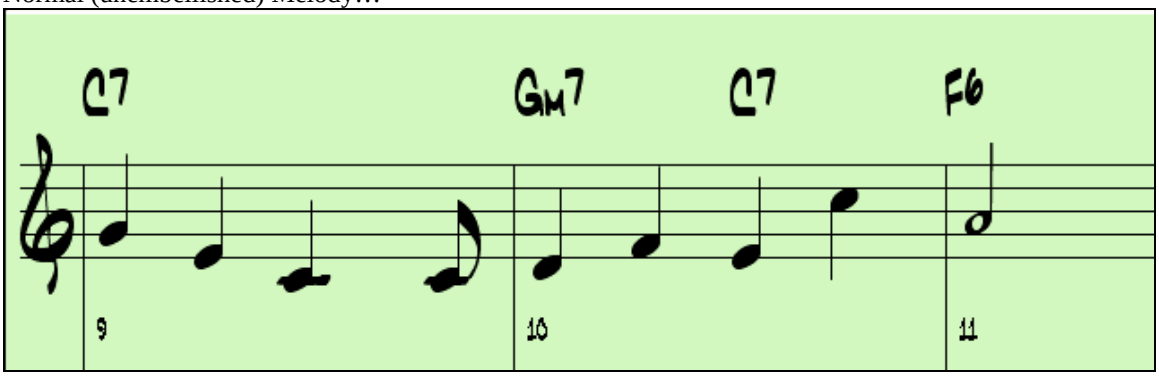
Automatic Embellishments – "The Embellisher"

Overview

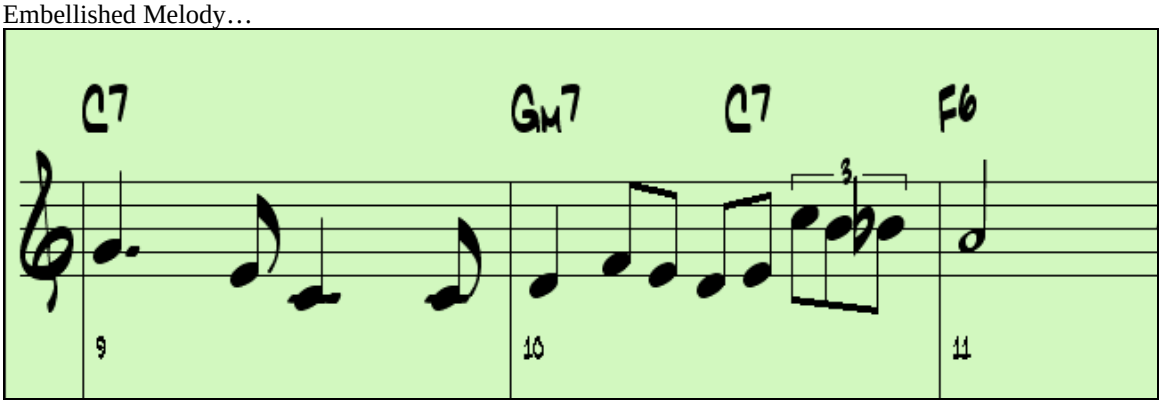
When musicians see a lead sheet that has a melody written out, they almost never play it exactly as written. They change the timing to add syncopation, change durations to achieve staccato or legato playing, add grace notes, slurs, extra notes, vibrato and other effects. You can have Band-in-a-Box do these automatically using the Embellisher so that you hear a livelier, more realistic Melody - and it's different every time. The Embellisher is only active while the music is playing; it doesn't permanently affect the Melody track. There is an option to make the Embellishment permanent, so that if you like a certain embellishment you can add it to the Melody track.

The Melody Embellisher feature is turned on and off by the Embellisher checkbox on the main screen. The Embellisher only functions during playback. You will see the Embellished Melody on the notation as the Melody plays, so you can see the Embellished notes. When [Stop] is pressed, the notation will revert to the original (unembellished) melody. Here is a "before and after" example that shows a typical embellishment of a Melody.

Normal (unembellished) Melody…



Embellished Melody…



As you can see in the notation examples, the Embellished melody adds an anticipation in bar 9, and in bar 10 adds extra notes, timing changes, and grace notes to "spice up" the melody.

If you disable the Embellisher, by de-selecting the Embellisher checkbox, the Melody will function as normal with no changes.

Using The Embellisher

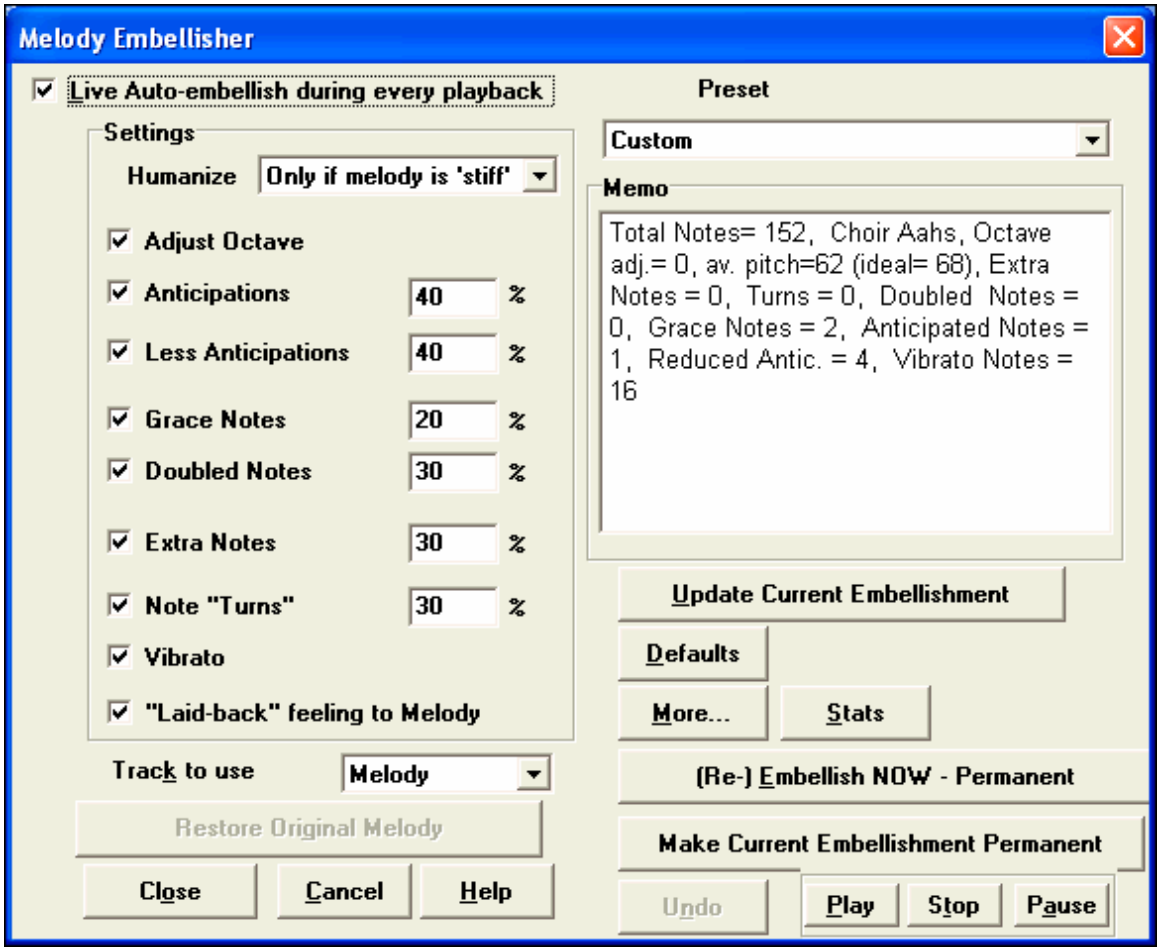
The Embellisher settings are accessed during playback with the Embellisher button in the main screen toolbar, or with the menu item *Melody | Embellish Melody Dialog*, or with the key strokes **Ctrl+Alt+L**.

There is a **Melody Embellisher** dialog that allows you to:

- Customize the settings of the Embellisher, or choose Embellisher presets.
- Make a particular Embellishment permanent.

"Live Auto-embellish during every playback" is the same

setting that is on the main page checkbox. If enabled, embellishment will occur during every playback. If disabled, embellishment will not occur unless you choose the [Embellish NOW] button in the dialog.

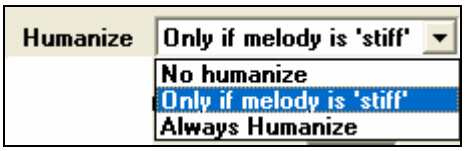


Embellisher Settings

The settings that affect the embellishment can be turned on and off, and given a certain percentage strength.

Humanize

The velocities, durations (legato), and timing of the notes are humanized. The original velocities etc. of the notes are ignored. The option to only humanize the timing of the music if the timing was "stiff" to begin allows the Embellisher to leave the timing of human input melodies alone, and humanize only the ones that were entered in step-time.



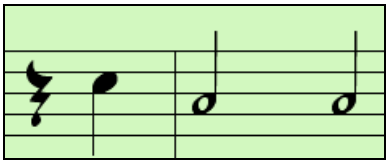
The setting is "Only if melody is stiff," and is the default setting. If this is set, the Melody embellisher won't change timing, durations and velocities if the melody appears to be have been played by a human (instead of entered "stiffly" by step entry). This is because it's not always desirable to humanize a melody that has already been played by a human. Band-in-a-Box will auto-analyze the melody to determine if it was probably played by a human.

Octave

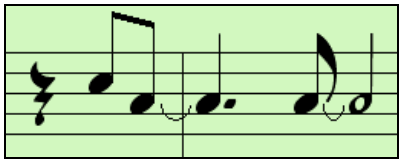
The octave of the Melody is changed to the best octave for the current Melody instrument. For example, if the instrument were a piccolo, the octave would be raised to the best range for a piccolo.

Anticipations

An anticipated note is playing a note early (“ahead of the beat”).



Unembellished notes.



ANTICIPATIONS on beat 1 and 3.

Less Anticipations

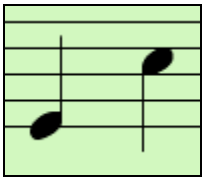
This is the opposite of anticipations. This finds notes that are anticipated, and “embellishes” them by playing them later (on the beat).

Grace Notes

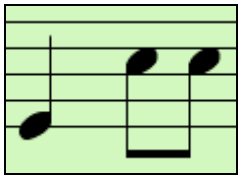
The grace notes are brief notes played just before, and a semi-tone below the original note. The grace notes intentionally don't show on the notation, so that it will remain easily readable. They can be heard.

Doubled Notes

Melody notes are doubled with the same pitch.



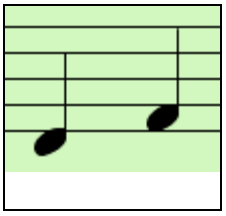
Unembellished.



Quarter note doubled.

Extra Notes

Extra notes are added between melody notes.



Unembellished.

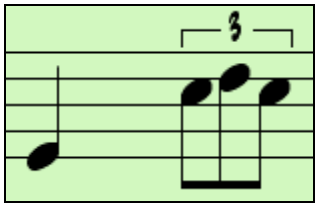
With extra notes added.

Note Turns

With a note turn, a single note is replaced by a group of notes that include the original note and semitone or scale tones above and below the note.

In this “before and after” example, the C note is replaced by a turn of 3 notes with a note a scale tone above the C.

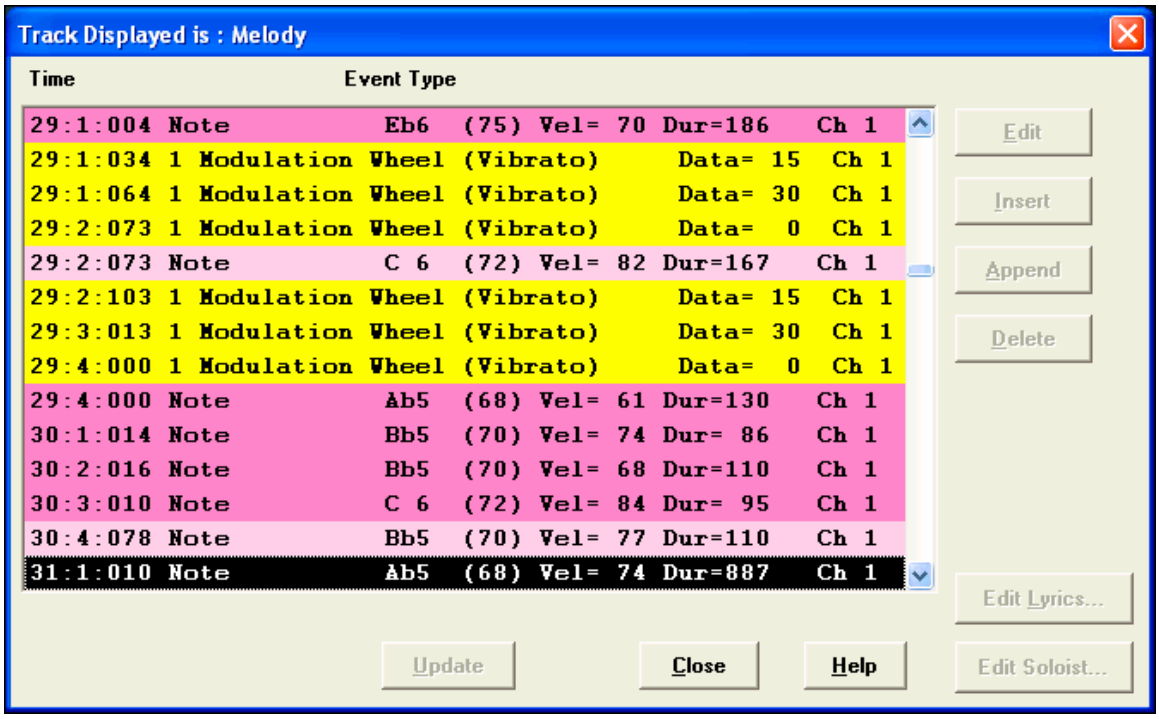
Unembellished.

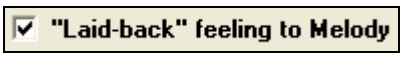


Embellished with turn.

Vibrato

Vibrato can be added according to the additional vibrato settings available in the “More” dialog. The vibrato can't be seen on the Notation window, but you can examine the events in the Event list (*Notation | Event List Editor).*


Track Displayed is : Melody
Time
Event Type
29:1:004 Note Eb6 (75) Vel= 70 Dur=186 Ch 1
29:1:034 1 Modulation Wheel (Vibrato) Data= 15 Ch 1
29:1:064 1 Modulation Wheel (Vibrato) Data= 30 Ch 1
29:2:073 1 Modulation Wheel (Vibrato) Data= 0 Ch 1
29:2:073 Note C 6 (72) Vel= 82 Dur=167 Ch 1
29:2:103 1 Modulation Wheel (Vibrato) Data= 15 Ch 1
29:3:013 1 Modulation Wheel (Vibrato) Data= 30 Ch 1
29:4:000 1 Modulation Wheel (Vibrato) Data= 0 Ch 1
29:4:000 Note Ab5 (68) Vel= 61 Dur=130 Ch 1
30:1:014 Note Bb5 (70) Vel= 74 Dur= 86 Ch 1
30:2:016 Note Bb5 (70) Vel= 68 Dur=110 Ch 1
30:3:010 Note C 6 (72) Vel= 84 Dur= 95 Ch 1
30:4:078 Note Bb5 (70) Vel= 77 Dur=110 Ch 1
31:1:010 Note Ab5 (68) Vel= 74 Dur=887 Ch 1
Edit
Insert
Append
Delete
Edit Lyrics...
Update
Close
Help
Edit Soloist...



If set, the Melody will be delayed a little, providing a “laid-back” feeling.

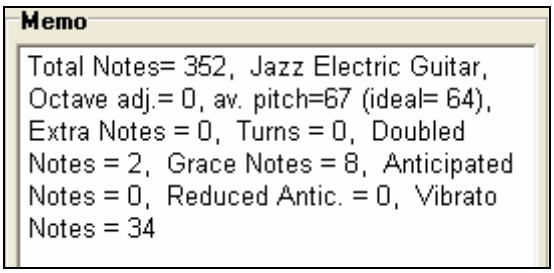
There are additional settings, in the **Embellisher Additional Settings** dialog box. This allows you to set advanced settings for the Embellisher.

These include:

- **Vibrato Depth:** This is the amplitude of the vibrato, and ranges from 0-127.
- **Vibrato Speed:** This is the speed of the vibrato (slow-fast) range 0-127.
- **Only use Vibrato if Note is this many ticks:** e.g. If set to 120 ticks (one quarter note), then only notes of duration at least 120 ticks will get vibrato.
- **Start the Vibrato after this many ticks:** For notes that will get vibrato, the vibrato will start after this many ticks.
- **Adjust Octave Method:** If the octave is to be adjusted, it will either only adjust it if the notes are outside the playable range, or always adjust it to the best octave, according to the setting you make here.
- **Dynamic Range:** Refers to the range of velocities used for the humanization. Useful range 30-50.
- **Legato Settings:** Refers to the amount of legato for the notes. Useful range 55 to 75.

Embellisher Presets

The presets allow you to quickly choose a combination of common settings for the Embellisher.


Memo
Total Notes= 352, Jazz Electric Guitar,
Octave adj.= 0, av. pitch=67 (ideal= 64),
Extra Notes = 0, Turns = 0, Doubled
Notes = 2, Grace Notes = 8, Anticipated
Notes = 0, Reduced Antic. = 0, Vibrato
Notes = 34

The Embellisher **Memo** describes the current embellishment, with statistics counting the number of embellished notes.

If the song is playing and the embellisher is enabled, you can update the embellishment by pressing this button.

This is useful if you've changed settings, and want to hear what the new embellishment sounds like.

Normally the embellishment occurs live when the song is playing, and doesn't affect the Melody permanently.

But if you like the Embellishment, and want to apply it permanently to the Melody, you can choose the “Make Current Embellishment Permanent” option.

If the song is not currently playing, you can still create an embellishment and have it apply permanently by pressing the [Embellish NOW – Permanent] button. The original Melody is not affected permanently unless you have pressed the [Embellish NOW – permanent] button.

If you have done this, and want to restore the original Melody, you can press the [Restore Original Melody] button.

The Embellisher is usually referred to as the Melody Embellisher, because you'll usually want to have it affecting the Melody track. But if you'd like, you can choose to Embellish the Soloist track.

-

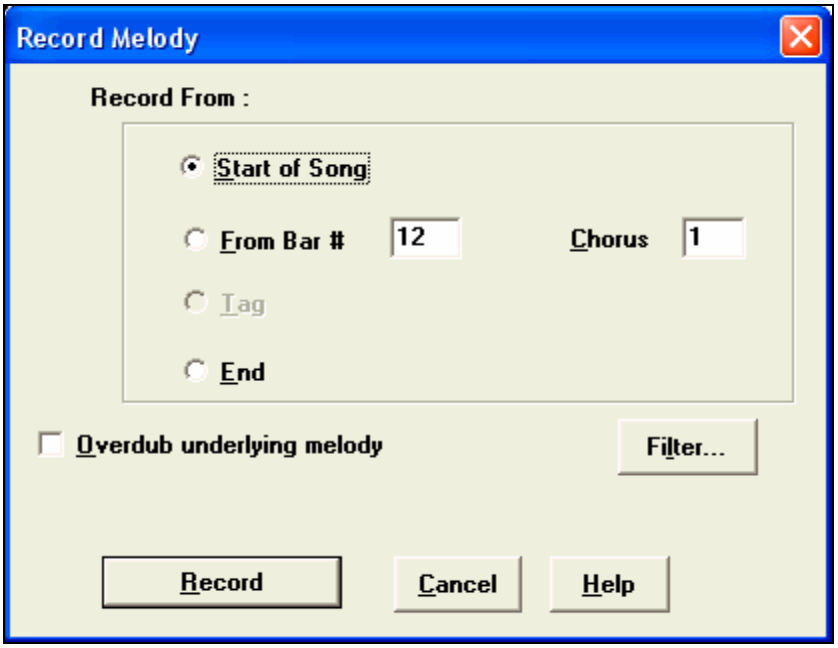
Chapter 9: MIDI Recording

Band-in-a-Box has two built-in MIDI sequencer tracks. They are named the Melody and Soloist tracks, but they can be used to record any MIDI part you like – such as drum overdubs or layered accompaniments. MIDI can be recorded in Band-in-a-Box

- Live with a MIDI keyboard, MIDI guitar, or MIDI wind controller.
- In step time by entering notes in the Notation window with the mouse.
- Using the Wizard feature to "play" notes with your QWERTY keyboard.
- Importing a pre-recorded Standard MIDI File into the Melody or Soloist.

Recording Live In Real Time

You can punch In/Out, do unlimited overdubs, record directly to the tag or the ending, and start recording from any bar. To record live using your MIDI keyboard, guitar, or wind controller click on the [Rec.] button, or type the letter [R], or choose the menu option *Melody* | *Record Melody*. The **Record Melody** dialog box will appear.



If you're sure that the settings are correct, just press "R" twice to immediately start Recording.

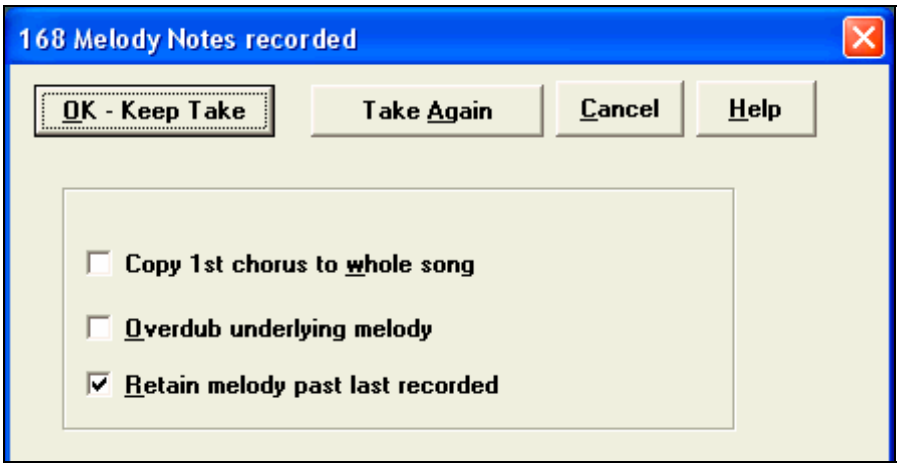
Tip: If you select the "Overdub underlying melody" option in the Record Melody dialog, you will hear the underlying melody while recording.

Pressing this button will launch the MIDI Recording Filter. The Record Filter supports all MIDI controllers and the sustain pedal.

You can record any type of MIDI information to the Melody or Soloist tracks, and use the Record Filter to select what types to include. Choosing *Opt.* | *Filter* for recording will also launch the **Record Filter** dialog.

Press [Record] or the [R] key again to begin recording.

Stop recording by pressing the [Esc] key, or the spacebar, or by clicking the [Stop] button. The **OK – Keep Take** dialog will open.



Keep Take (yes/no) saves the take you just recorded. Remember that it's easy to fix small glitches in the Editable Notation window or in the Event List editor.
Take Again lets you quickly reject a take and start the recording again. Press the "A" key to do this with a keystroke.
Cancel ends the recording session; nothing is saved. To start again press the [Rec.] button or the [R] key.
Copy 1st chorus to whole song
If you have recorded one chorus of the song, checking this at the end of the recording will copy the same recording to all of the choruses.
Overdub Underlying melody
You have the option to merge the recording with the existing melody. If there is no underlying melody this option will be grayed out.
Retain Melody past last recorded
You have the option to erase any melody after the last recorded melody note, or keep it. Use this feature when you want to punch out at the end of a take.

Count-In and Metronome Options

To set these options, go to the *Opt.* | *Preferences* dialog and select the [Count-in/Met.] button.

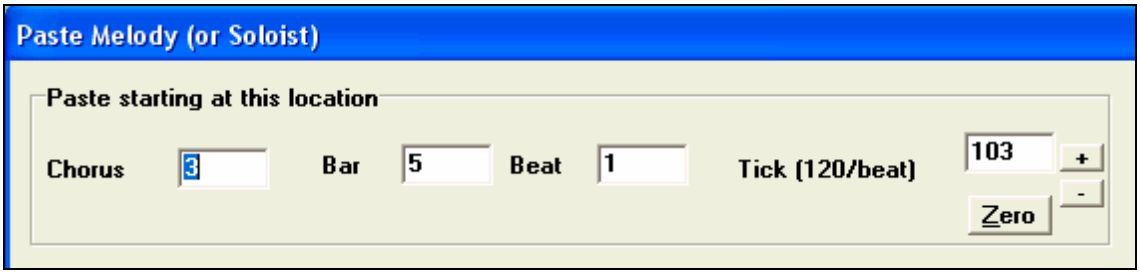
Entering Notes Manually

You can enter melody notes directly to the track in the Notation window in either the Editable Notation Mode or the Note roll Mode.

Enter the Editable Notation mode from the Standard Notation screen with a single mouse click on the [N] button. In the Editable Notation mode you can enter, move, and edit notes and rests using standard mouse techniques – point and click, drag and drop, and right click to open the Note Edit dialog box.

Once you have some melody entered, you can copy and paste chunks of it as you would in a text document. To copy and paste notation, highlight an area of notation by dragging the mouse over the region. Then select *Edit* | *Copy*.

Click on the place where you want to paste to (by clicking at the time line on top of the notation window) and then choose *Edit* | *Paste*. You can specify a precise paste location in the **Paste Melody** dialog.



Recording with the Wizard Feature

This is a very helpful feature if you don't have a MIDI keyboard but you want to record with a "live" feel. Use the Wizard to record notes from the computer's QWERTY keyboard for a track that's more natural than step time. Here's how:

1. ☑ Wizard Enable the Wizard checkbox.
2. Press [R] key to record.
3. As the song plays, play the melody on any keys on the bottom two rows of the QWERTY keyboard, in the rhythm of the melody. The "wizard" notes won't be the correct melody of course, but don't worry about that as you record. When you're finished, look in the Notation window. You'll see the wrong notes in the right places with the correct durations.
4. Drag the notes (with the left mouse button) to the correct place on the staff. You'll hear the notes play as you drag them, and the names will show in the note name box. For sharps, flats, and naturals, hold down the **Shift** key, **Ctrl** key, or **Alt** key respectively.

> **Tip:** If you have the Wizard "On" the spacebar won't stop playback. You need to press the **Esc** key to stop playback when the Wizard is on. This is to prevent stopping the song if you mistakenly hit the spacebar while playing the Wizard.

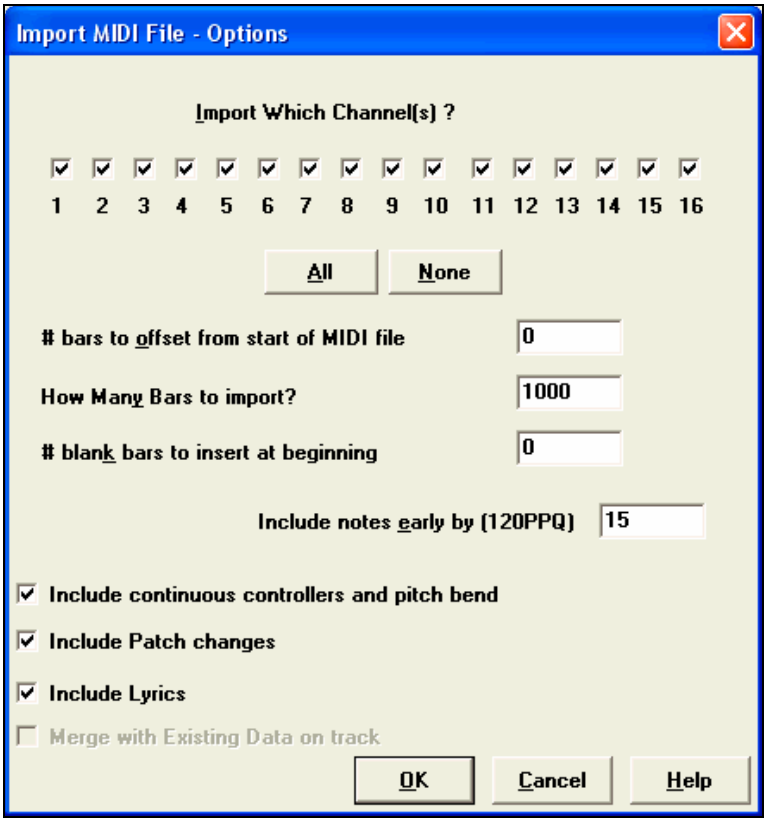
Importing MIDI Files

Importing to the Melody or Soloist Tracks

Standard MIDI files can be read in to the Melody or Soloist tracks from MIDI files or from the Windows clipboard. You can read in all of a MIDI file, or selected channels and a specific range of bars. Use one of the following two commands:

1. *Melody* | *Import MIDI File* – to select a MIDI file from disk using the Windows Open File dialog.
2. *Melody* | *Import MIDI File from Clipboard* - when the MIDI data is already copied from another program to the Windows clipboard. The clipboard option will be grayed out if there is no MIDI data in the clipboard.

Once chosen, the Import MIDI File - Options dialog box opens.



Import Which Channel(s)?
You'll need to know which channel(s) of your MIDI file the melody is on. You then select these channels for Band-in-a-Box to read-in. If you select all of the channels, Band-in-a-Box will read in all of the channels and merge them to the Melody track. You can import and play the complete file on the Melody track if the *Track Type* is set to *Multi (16) -Channel* in the *Melody* menu.
 # bars to offset from start of MIDI file
If you want to start reading from the *beginning* of the MIDI file, select 0 as the offset. If you want to start at bar 32, for example, select an offset of 32 (bars).
How Many Bars to import?
Leave this setting at the default of 1000 to read-in the entire file (unless it's longer than 1000 bars!), or set it to the number of bars that want.
 # blank bars to insert at beginning
This will insert blank bars into the Melody track. Remember that Band-in-a-Box normally has a 2 bar lead-in count. If your MIDI file has no lead-in, then you'll need to set this to = 2 to compensate for the 2 bars of lead-in.
Include notes early by (120 PPQ)
If you're reading in a MIDI file starting at bar 5, it would be annoying to have a note that was played 1 tick earlier than bar 5 left out of the MIDI file that is read in. To include it, you can set this, and the note will be read in.
Include continuous controllers and pitch bend / Patch changes / Lyrics
If you don't need these items you can save space by not importing them.
Merge with Existing Data on the track
You can choose to merge the imported data with your existing Melody track.

Import to the Melody with the MIDI Chord Wizard

You can open an entire MIDI file into Band-in-a-Box using the MIDI Chord Wizard. The chords will be auto-interpreted by the Chord Wizard and the MIDI file will play and display on the Melody track. A "silent" style will be loaded so you'll only hear the MIDI file. When the file is saved, the extension will be MGX, allowing you to easily identify the songs that contain entire MIDI files.

The MIDI Chord Wizard is opened from the *File* | *Import Chords from MIDI File* menu item. In the **Interpret Chords from MIDI file** dialog, select the "Open ENTIRE MIDI File to Melody" radio button, and then click on [INTERPRET CHORDS NOW].

The chords will be interpreted and written to the Band-in-a-Box chordsheet and an "X" will appear in front of the style name, indicating that the style is silent.

Press [Play] to hear the MIDI file play on the Melody track.

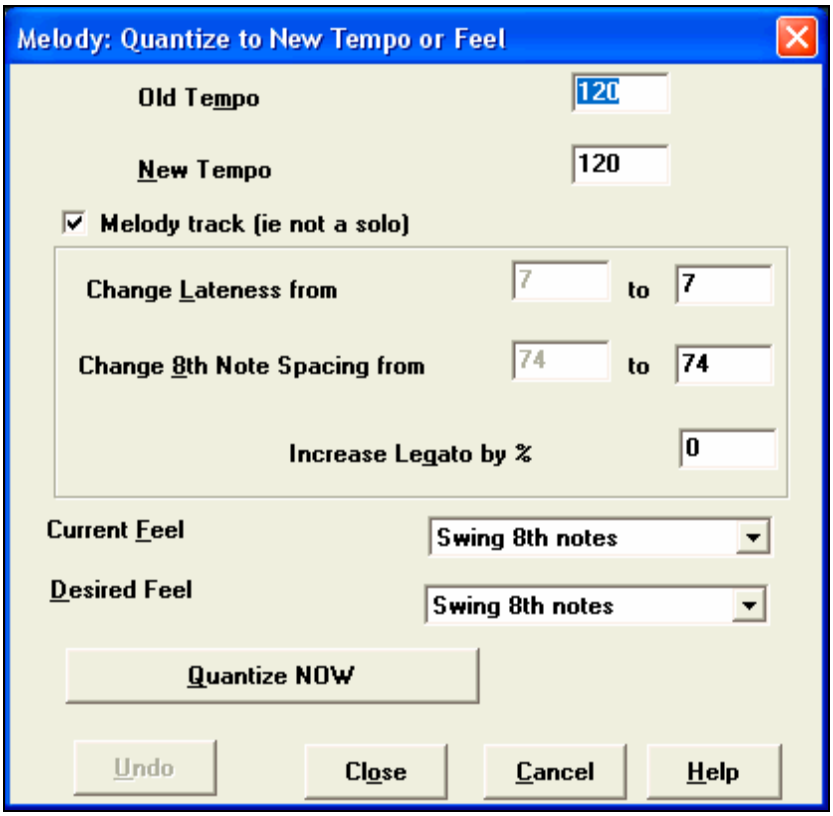
Additional Options for Melody/Soloist Track

Choose *Melody* | *Edit Melody Track* | *Time Shift Melody***.** This will move (slide) the melody a certain # ticks. There are 120 ticks per quarter note. For example, to give the song a more laid-back feel, shift the melody about 10 ticks ahead.

In the same submenu, choose *Insert Beats* or *Melody* | *Delete Beats* to insert or delete beats in the Melody. For example, to insert 2 bars in the melody at bar 5, choose *Melody* | *Insert Beats*, select bar 5, and select 8 beats (2 bars) to insert.

Intelligent Humanize of Melody and Soloist Track
Quantize routines can leave the music sounding stiff and unmusical. Some routines attempt to humanize a part by adding "randomization," which rarely has the desired effect since humans don't *randomly* change timing or volume. Band-in-a-Box uses intelligent humanization routines to humanize a melody from one feel to another, from one tempo to another, and vary the amount of swing to 8th notes. The results are very musical, with natural sounding melodies.
Let's look at some of the parameters found under *Humanize*.

In this example**,** *Melody* | *Edit Melody Track* | *Humanize Melody* was selected. The window for Humanize Soloist is the same.



As you can see, we have broken down the Humanize effect into 5 main categories: tempo, lateness, 8th note spacing, legato, and feel.

The best way to learn how these parameters combine is to try them (you can always press the UNDO button if you don't like the results.) Press the [Quantize NOW] button to apply your changes to your song.

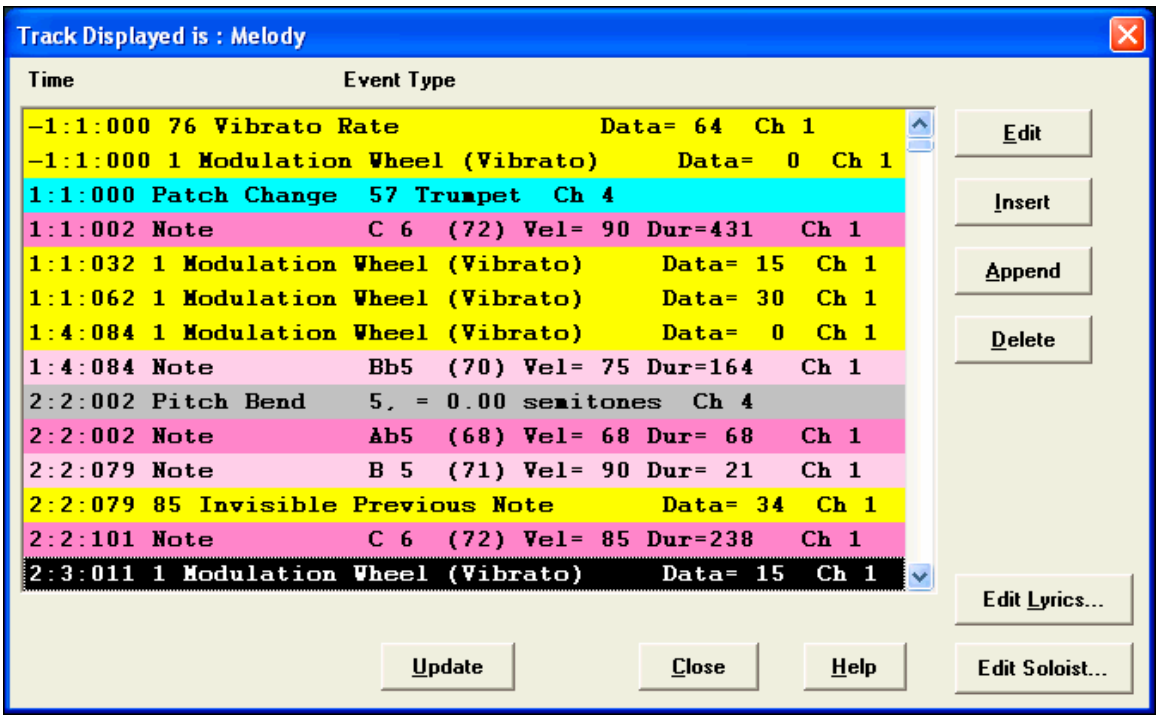
Editing the Melody Track

Event List Editor

You can edit events including all MIDI events and lyric events using the Event List Editor. It can be launched in several ways. In the *Melody* menu, choose *Edit Melody Track | Step Edit Melody.*
In the *Soloist* menu, choose *Edit Soloist Track | Step Edit Soloist Part.*
In the *Notation* menu, choose *Event List Editor…*
or in the Notation window by pressing the event list button (#).

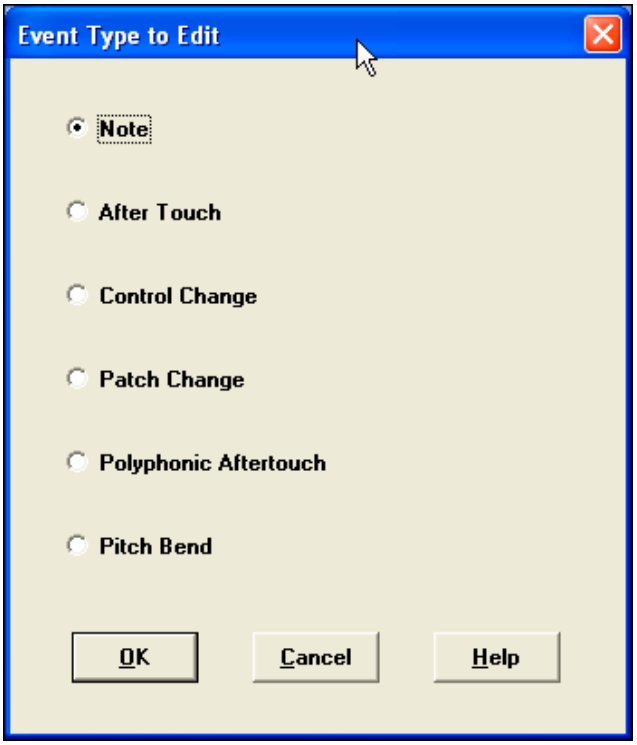
Different colors are used for different event types in the event list, to visually distinguish notes, patch changes, etc. The Event list for the notation colors the events differently as follows:

- Notes starting near the beat boundary are dark pink.
- Notes starting on the off-beat are light pink.
- Patch changes are cyan.
- Controller changes are yellow.
- Pitch Bends are grey.


Track Displayed is : Melody
Time
Event Type
-1:1:000 76 Vibrato Rate Data= 64 Ch 1
-1:1:000 1 Modulation Wheel (Vibrato) Data= 0 Ch 1
1:1:000 Patch Change 57 Trumpet Ch 4
1:1:002 Note C 6 (72) Vel= 90 Dur=431 Ch 1
1:1:032 1 Modulation Wheel (Vibrato) Data= 15 Ch 1
1:1:062 1 Modulation Wheel (Vibrato) Data= 30 Ch 1
1:4:084 1 Modulation Wheel (Vibrato) Data= 0 Ch 1
1:4:084 Note Bb5 (70) Vel= 75 Dur=164 Ch 1
2:2:002 Pitch Bend 5, = 0.00 semitones Ch 4
2:2:002 Note Ab5 (68) Vel= 68 Dur= 68 Ch 1
2:2:079 Note B 5 (71) Vel= 90 Dur= 21 Ch 1
2:2:079 85 Invisible Previous Note Data= 34 Ch 1
2:2:101 Note C 6 (72) Vel= 85 Dur=238 Ch 1
2:3:011 1 Modulation Wheel (Vibrato) Data= 15 Ch 1
Edit
Insert
Append
Delete
Edit Lyrics...
Update
Close
Help
Edit Soloist...

The Event List Editor allows you to modify, insert, and delete notes:

- Double-click on an event to edit it (or press the [Edit] button.)
- [Insert] puts an event before the current event.
- [Append] puts an event at the end of the track.
- [Delete] removes an event.
- [Update] redraws the notation screen.
- [Edit Lyrics] – [Edit Soloist] – [Edit Melody] selects which track to edit.



The **Event Type to Edit** dialog opens when either the [Insert] or [Append] buttons are pressed in the Event List Editor.

This dialog allows you to select which type of event to insert or append - note, controller, pitch bend, etc. – and then opens the selected edit dialog.

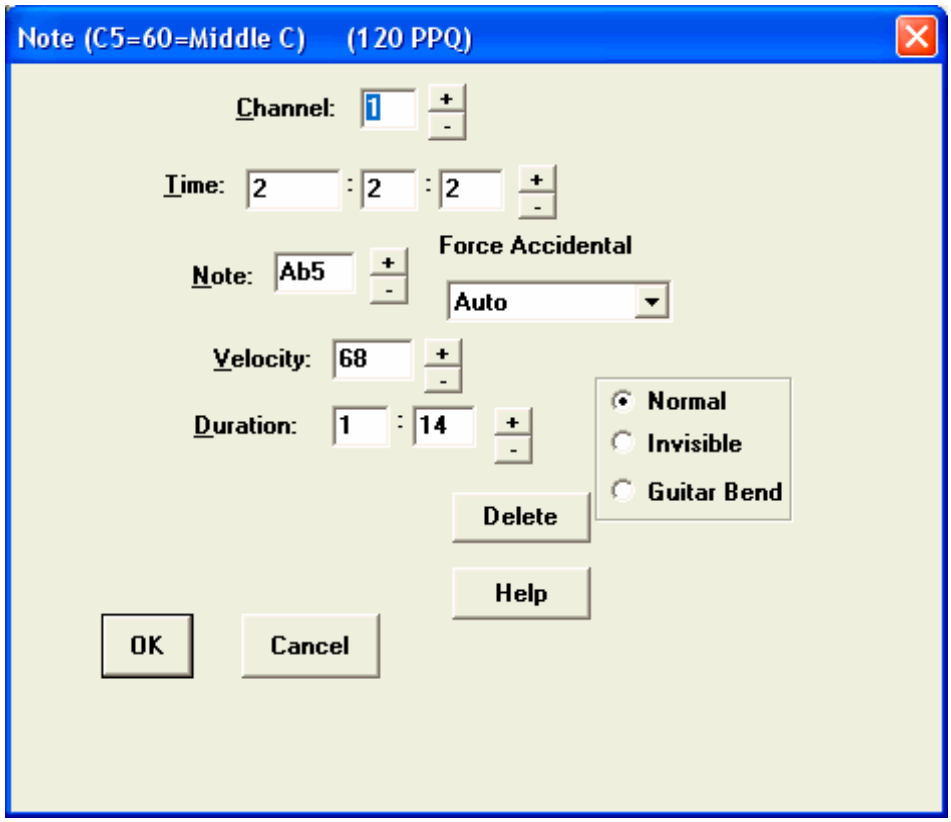
Notation Window Editing

You can use the Notation Window to edit notes instead of the Event List window. To do this, open either Editable Notation or Note Roll Notation mode.

In both of these modes, notes can be dragged and dropped with the mouse.

For precise note editing, right mouse click on the note you want to edit.

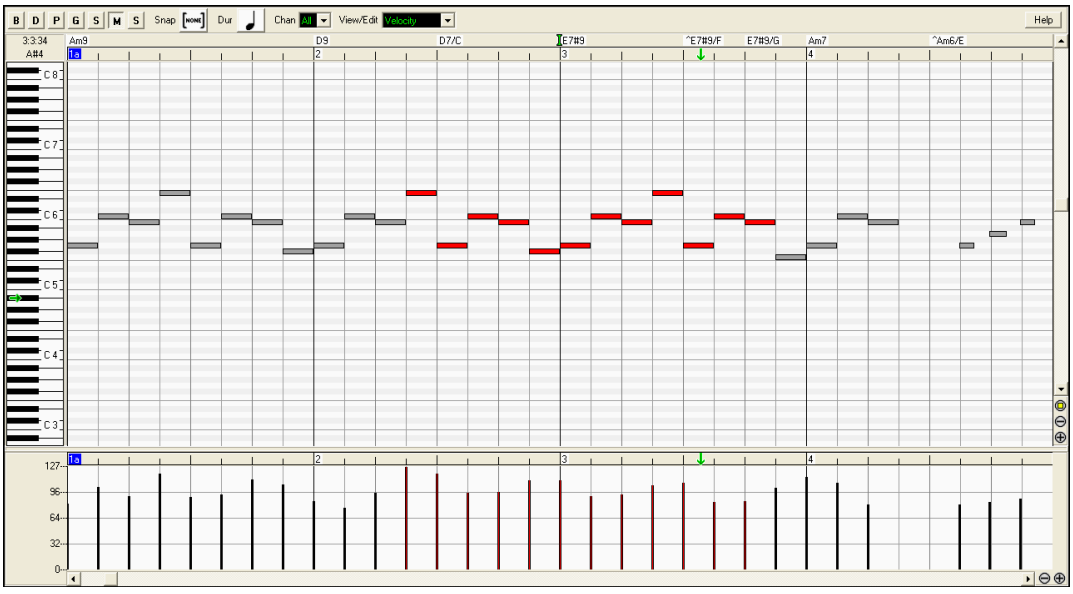
This opens the **Note** dialog where all of the parameters of the note can be addressed.



Piano Roll Window Editing

The Piano Roll window enables precise graphic editing of note timing and duration. You can also graphically edit note velocity, controllers, program changes, channel aftertouch, or pitch bend.

The Piano Roll may be opened as a movable window, which floats above the Band-in-a-Box main window, or opened embedded in the same position as the Chordsheet/Notation panels in the Band-in-a-Box main window.



Chapter 10: Audio Recording and Rendering

There are two types of audio features in Band-in-a-Box:

1. The first refers to the Audio track. This is a single 44K mono or stereo track that you can use to record vocals or live instruments.
2. The second refers to *rendering* which is the process of converting a MIDI performance in Band-in-a-Box to a stereo .WAV file.

The audio track includes only your live recording, whereas the rendered .WAV file includes the entire performance; MIDI parts plus the audio track.

Audio Track

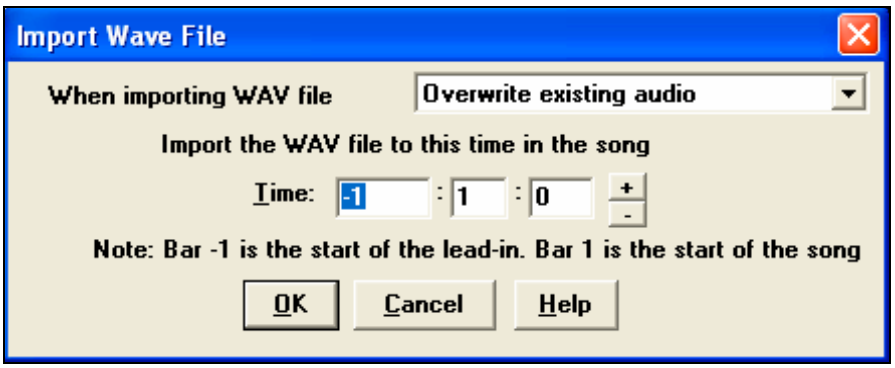
Try the following with the Audio Track in Band-in-a-Box:

1. Press this button and add an audio track to an existing Band-in-a-Box song. Add live vocals, guitar, sax, etc.
2. Process an audio track using audio plug-ins - such as reverb, chorus etc. (choose from over 20 plug-ins included).
3. Export the audio (and MIDI) track to sequencers such as PowerTracks Pro Audio, Cubase, or Cakewalk for further work.

Import WAV file to Audio Track

A Mono or Stereo WAV file can be imported to the Audio track, optionally merging or replacing any existing audio track.

Choose the menu item *Audio | Import WAV File*. You then choose a WAV file to import. The Import WAV dialog is then displayed, which allows selection of the point to insert the WAV file, and whether to merge or overwrite existing audio in the range.



Record Audio

Before you begin recording, you'll need to:

Set the Recording Properties

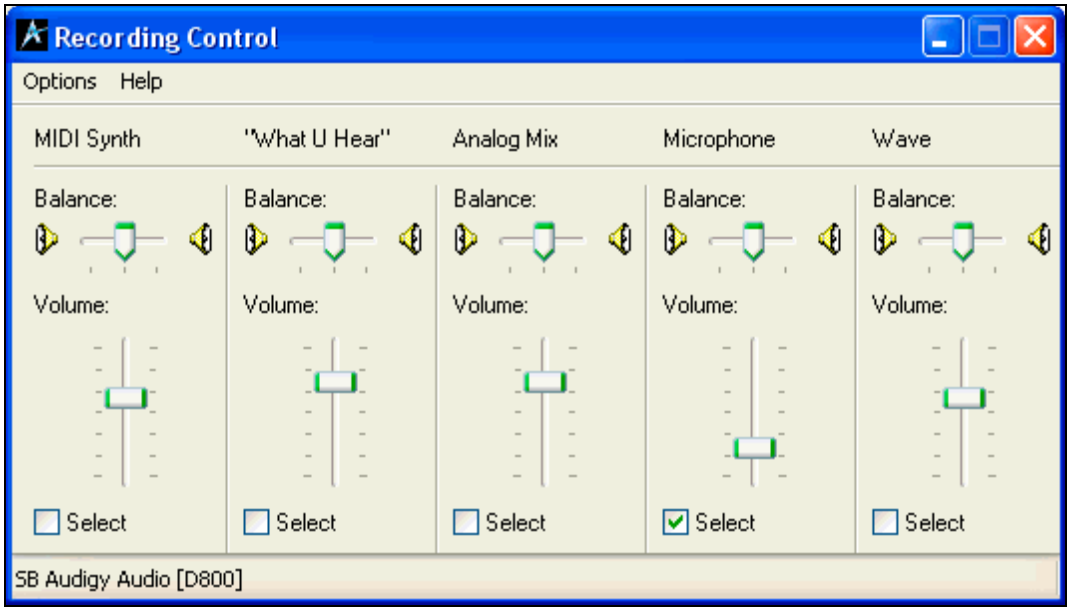
This tells your sound card (and Band-in-a-Box) what sources you would record from. You may be recording from a microphone or a line-in plug into your sound card. If so, you need to have those items selected in the recording properties panel for your sound card.

Most sound cards are capable of recording from the following sources:

- **Microphone** – plugged in to the sound card to record vocals or live instruments.
- **Line-In** – from the Line-Out of a mixer or keyboard, or a guitar direct box.
- **CD-ROM player** – to record the audio from an audio CD.
- **Outgoing MIDI** - not used when recording audio tracks, but is used if "rendering" the whole Band-in-a-Box song to audio.

Technical Note: This is only true if you are using the sound card for your output MIDI driver. If you have an external MIDI device like the Roland Sound Canvas you'd need to route the Line Out from your Sound Canvas back in to the Line-In of your sound card in order to record (render) the MIDI.

When you press the Recording Properties button, you'll see the Recording control panel of your sound card's mixer.



The panel displayed here is the typical panel that sound cards use. Different makes and models may not look exactly like the example, but the basic layout and operation is the same. From this panel, you can set the recording level for the items you want to record. Let's take the example of recording live with a microphone.

- We select the check box to record the microphone.
- Then, we set the level of the recording input for the microphone with the aid of the built-in VU meters in Band-in-a-Box.

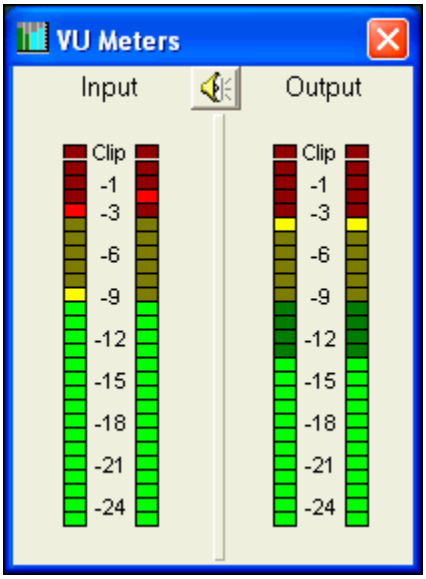
Audio VU meters

These show the Record and Playback levels for audio, allowing adjustment of microphone and speaker levels.

VU Meters can be launched by pressing the VU Meters button on the toolbar.

The VU Meters will also open automatically when the **Record Audio** dialog is opened.

The VU Meters will close or stay open when the dialog is exited depending on the "Leave VU Meters open" setting in the Record Audio dialog.

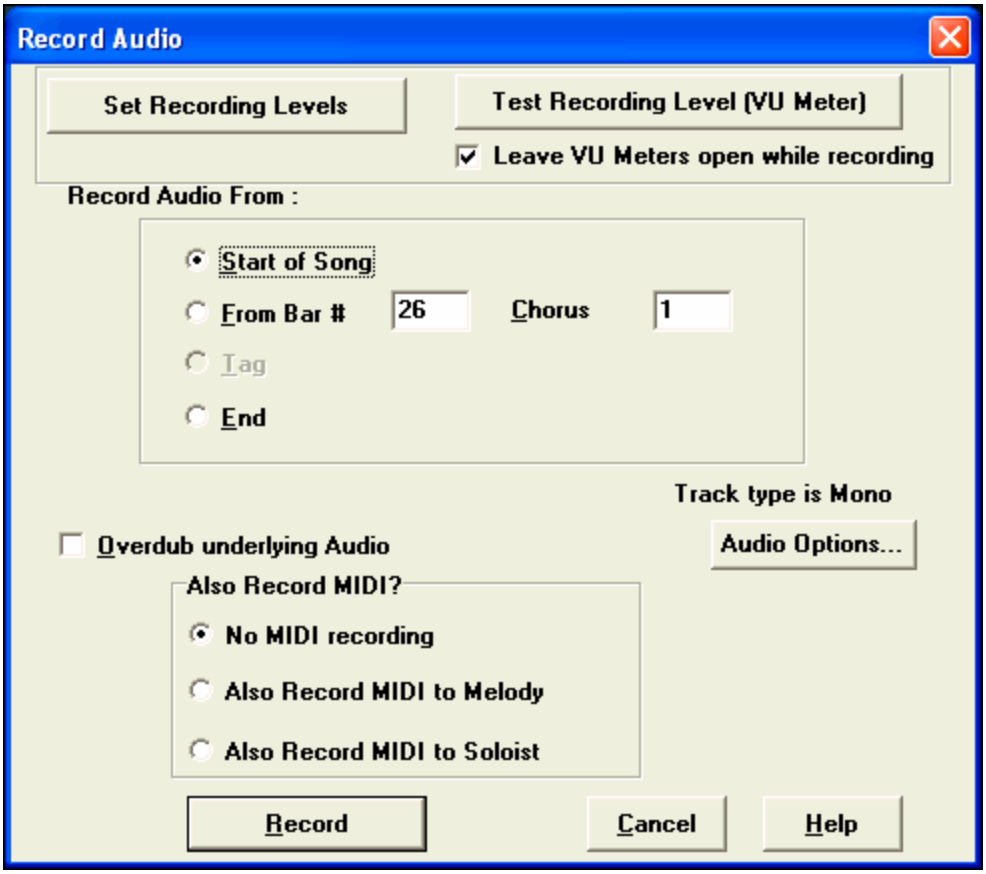


The VU meters show the average strength of the signal, with a dB scale, and a clip indicator. "Clipping" indicates that the signal has overloaded, and will sound distorted ("clipped").

The green area represents normal levels, while red indicates an overload.

Ideally, the sounds should remain in the green and avoid the red altogether. Unlike analog recording, where it's good to get a "hot" high signal, digital recordings need to absolutely avoid high levels since any overload of the signal will result in clipping and a ruined recording.

Press the [R.Aud] button to start recording audio. The **Record Audio** dialog will open. This dialog displays the mono/stereo status of the recording. If you want to change to/from stereo (to/from mono), press the [Audio Options] button in this dialog. The mono/stereo track status is also indicated on the Title bar at the top of the screen.



Set the start point for the recording.
You can record from the Start of the song, or somewhere in the middle, by choosing a bar and chorus # to start recording.

Also Record MIDI?
In most cases you will only be recording audio, so you should set this to "No MIDI recording." But if you want to record MIDI at the same time (in a situation where you were playing a MIDI piano at the same time as you are singing for example), then you could set this setting to "Also Record MIDI to Melody" (assuming that you wanted the MIDI to get recorded to the Melody track - use the Soloist setting if you want it recorded to the Soloist track).

If you have previously recorded audio on the track, and want to overdub (to add a harmony for example), then you should select the Overdub underlying Audio. It is not essential to select it at this point, since you'll get another chance at the end of the recording. Note that the audio track will not play during record, so you'd have to sing the harmony without hearing the original audio part.

Press [Record].
Audio recording begins. If you've set the "Show VU Meter while recording" option, then the Recording VU Meter will open up and display during recording so you can monitor the VU meters.

Press [Stop] or press the [Esc] key.

You will then see the "Keep Take?" dialog.

If you are happy with your recording, you should choose [OK -Keep Take] and the audio will be added to the Audio track.

You can listen to the results by pressing [Play].

If you are then not happy with the results, you can choose *Edit | Undo Keep Audio Take* and you will be back to where you were prior to the recording. You can also choose the option to [Take Again], which reopens the Recording dialog.

Technical Details: The recorded take is recorded to a temporary wave file called TEMP_REC.WAV. This resides in the \bb directory or the directory of the current song. Once you decide to keep the take, the TEMP_REC.WAV is merged with the main wave file for the program, which is usually titled with the same name as the song (e.g. MySong.wav).

If you've recorded only 1 chorus of the song, you can choose the option to copy that first chorus of audio to the whole song.
This will fill up the whole song with the audio by repeating it as many times as necessary. Then you'd just need to record the ending of the song.

At the end of recording, you receive an option to overdub with the underlying audio.
This means that both recordings will be merged together to form a new file, with both recordings preserved.

There is also an option to "Retain audio past last recorded." This allows you to "punch out" and preserve the rest of a previously recorded take.

Playing the Audio File

You can play the Audio file that you've recorded by pressing [PLAY]. The size of the audio file will be displayed at the top of the screen. If you haven't saved the song yet, your window title will look like this.

In this example, the song is titled NoName.SGU, and there is a 6.1mb .WAV file associated with the file, and that's 1 minute and 9 seconds of audio. The total duration of the song is 3 minutes and 20 seconds. Save the song with the name "My First Song." Then the window title will look like this…

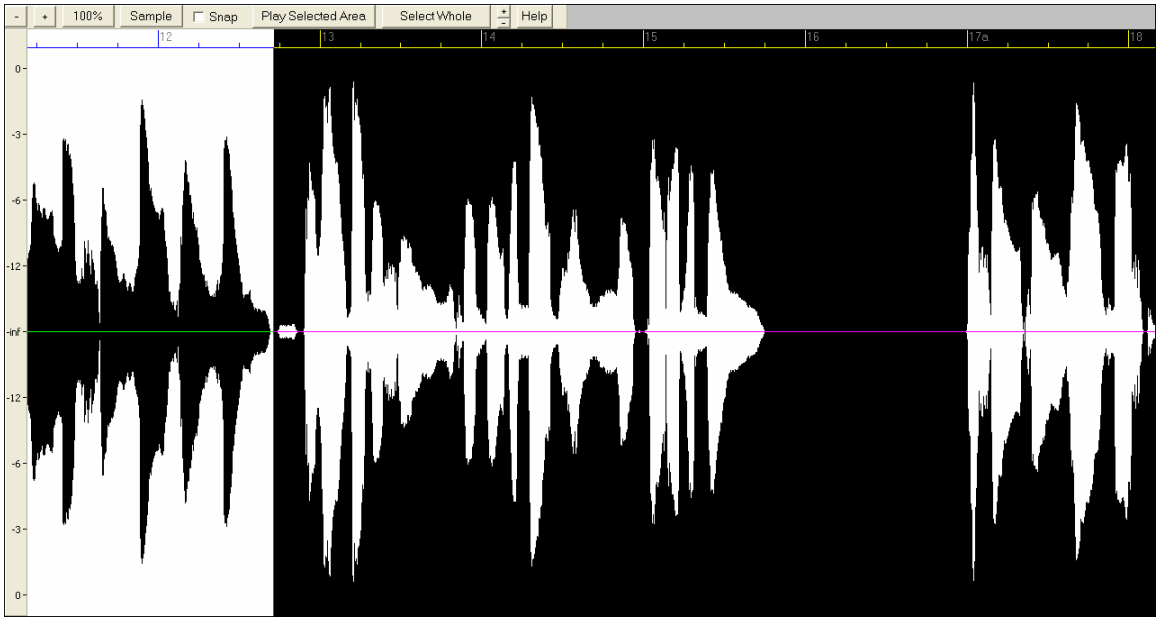
Once the song is saved, the wave file will be called with the same name as the song, which is MY FIRST SONG.WAV. If you ever need to work with the .WAV file in another program, you can just directly edit the wave file. If you do this, make sure the .WAV stays a 44K mono .WAV file.

Edit the Audio File

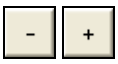
In the Audio Edit window you can edit audio data using Copy, Cut, and Paste. Launch the Audio Edit window by the *Audio* | *Audio Edit Window* menu item or pressing the **Ctrl+Shift+A** keys.
You can see the dB (decibel) scale at the left of the Audio Edit window.

To select a region of the Audio Edit window, you can **Shift+click** on the end point to easily select a large area.

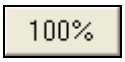
- Click on the starting bar.
- **Shift-click** on the ending bar.



Audio Edit Window Toolbar

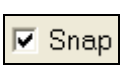


These buttons zoom in and out to the audio window.



The 100% button sets the Audio Window to display about 8 bars per screen.

This button zooms to the sample level so that you can see the actual sine waves present. The [100%] button restores the wave view.



This setting allows you to select audio by snapping to a 16th note (or a triplet in swing styles).

This button plays the selected area, and then stops. The other instruments are all muted; you just hear the audio.

This button selects the whole track, useful for applying one of the built-in audio plug-ins.

Non-Destructive Audio Track Editing

The changes you make to the audio track are non-destructive and only become permanent if you save the file.

If you have a song file called MySong.MGU, the audio track is stored in a MySong.WAV file. If you are editing the audio, the edits are now made to a temporary WAV file called TEMPMAIN.WAV, and not to MySong.WAV. If you save the song, the changes get written to the MySong.WAV audio file, but if you don't save, the original file is preserved.

TC-Helicon Audio Harmonies

You can apply a harmony to the audio part – allowing you to automatically create up to 4-part vocal harmonies from your singing. And don't worry if your singing is not in perfect tune, Band-in-a-Box can "fix" vocals to the correct pitch - automatically! Simply record your vocal part, choose a harmony, and Band-in-a-Box will generate the vocal harmony part for you using the world-leading TC-Helicon Vocal Technologies engine.

Once you have recorded a vocal part into Band-in-a-Box, you can use this feature in many ways, including:

- Record yourself singing into a Band-in-a-Box file. Create a vocal harmony for part or all of the song by selecting a Band-in-a-Box harmony and choosing the Generate Audio Harmony option. You can now hear yourself singing in perfect harmony!
- Did you hit a few "out-of-tune" notes when you recorded your singing to Band-in-a-Box? Fixing your "out-of-tune" singing is easy, by instructing the program to correct the pitches to the Melody track.

Audio Harmonies Tutorial

Note: All of the demo songs are located in the **Tutorial - Audio Harmonies** folder in the Band-in-a-Box (C:\bb) folder.

Let's load in the song "Listen.MGU."

First off, play the song "Listen" – it has an audio track, so you'll be hearing a male vocal track lasting about 16 bars (since WAV files are big, we only include a small 16 bar sample of the WAV file).

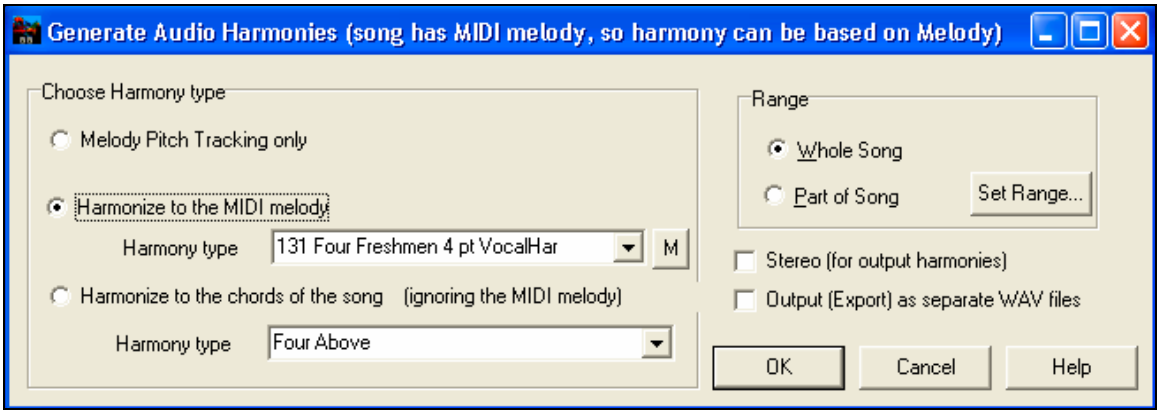
We're going to apply some audio harmony to this "Listen" demo.

Since any edits we save to the audio WAV file are permanent, we want to make sure that we keep a copy of the original file around that is unaltered.

Save a copy of the song as "Listen 4 Part Harmony."

Press the **[Save As]** button, and choose a name of "Listen 4 part harmony." We will now be working with this file, so our original Listen file won't be affected.

Choose menu item **Harmony | Audio Harmonies & Pitch Tracking**. You'll see the **Generate Audio Harmonies** dialog.



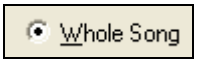
In this dialog, there are 3 types of harmony that we can choose from:

1. Melody Pitch Tracking only (this would change the pitch of our singing to the correct pitches found on the MIDI Melody track).
2. Harmonize to the MIDI Melody. This applies a 1-4 part audio harmony – turning your singing track into a harmony singing quartet.
3. Harmonize to the chords of the song. If your song doesn't have a MIDI melody, you can still create a vocal harmony, based only on the chords of the song.

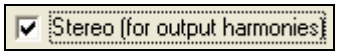
Let's harmonize to the MIDI melody, so choose the radio button with that title.

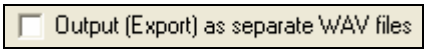
Then select Harmony type "131 Four Freshmen 4 part Vocal Harmony."

This is a 4 part harmony that includes the melody, and one of the voices is above the melody.



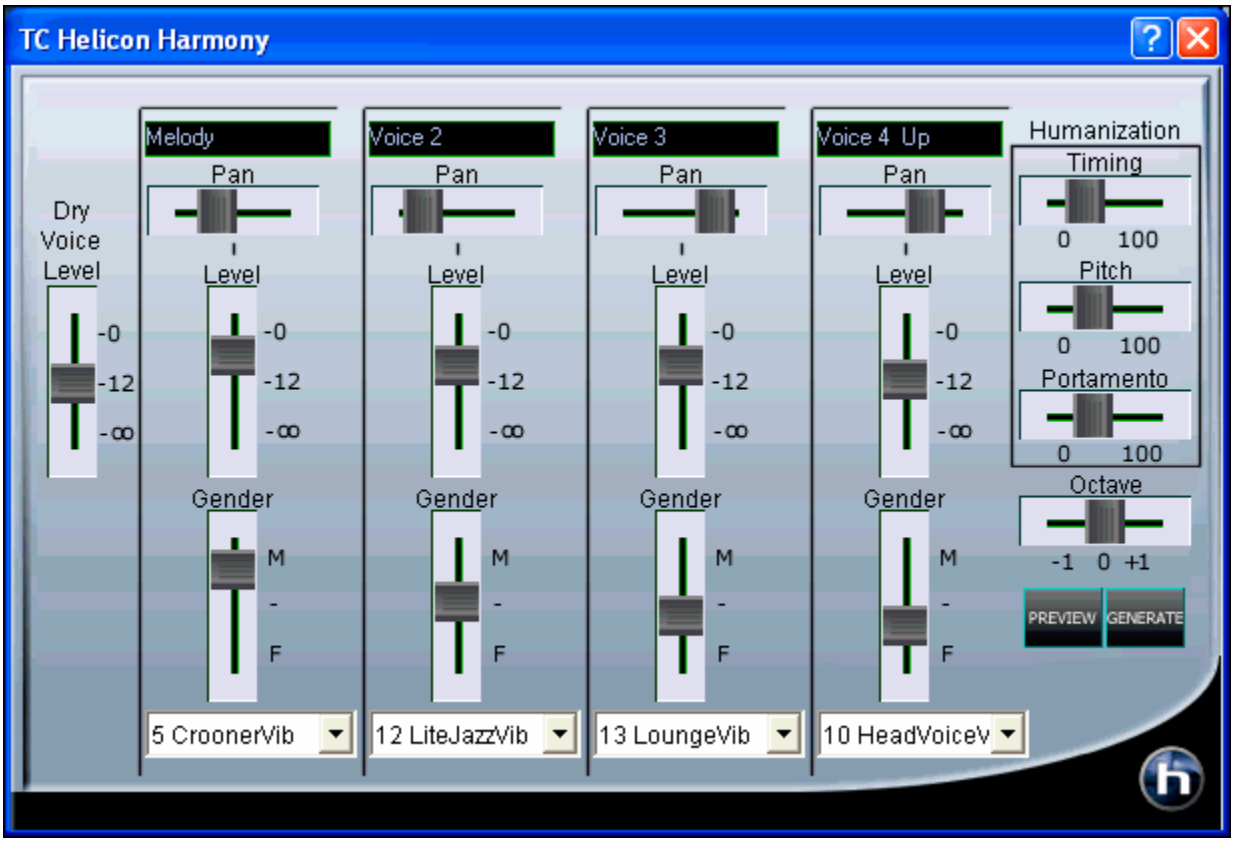
Since we want to harmonize the entire song, choose "Whole Song." The output can be mono or stereo. Since we're making a 4-part harmony, and we want to hear the voices panned across our stereo speakers, we choose STEREO here.





We want Band-in-a-Box to play our files directly, and since Band-in-a-Box plays only one WAV file at a time, we won't be exporting the 4 voices as separate WAV files, and we don't select the "**Output (Export) as separate WAV file**" option.

Press OK, and this launches the TC-Helicon Vocal Harmony dialog, which lets you control the sound of your harmonies.



Let's examine the various sliders on this dialog, as they apply to our "Listen 4 part Harmony" File.

The "**Dry Voice Level"** slider is the level of our original voice. We can make the harmony to include more of our original voice by raising this slider. Set it half way up (to 12dB).

The 4 columns labeled **Melody, Voice 2**, **Voice 3**, and **Voice 4- 8va** are the 4 part MIDI harmony that will be transformed to an audio harmony using our original voice. The "8va" tells you that Voice 4 will be above the melody.

Each of the voices have sliders for "**Level**" (loudness) and "**Gender**." The "**Gender**" slider makes the voice sound like a male or female (raise the slider to make it more female). Higher pitches of harmony should have a female gender applied. Make the settings as in the picture above.

The **Octave** is an important setting that controls the overall octave of ALL the generated harmonies. If the harmony generated is too high, lower the octave setting here.

Try out the preview with the octave on 0, and then again on –1, you'll hear all of the voices an octave lower on the –1 setting. Leave it at 0 for this demo.

There are 3 Humanization settings (timing, pitch, and portamento) that affect the sounds of the individual voices.

Timing controls how "tight" the group sounds, with a setting of zero being perfectly synced start/stop times. Let's set it to about 20, to give some natural looseness to the group.

Pitch controls how steady the pitch will be. If set to zero the pitch will be exactly the MIDI pitch, if set higher, the pitch will vary up/down with the original WAV file.

Portamento controls how fast the pitch will change from one pitch to another. Settings above zero give smooth transition from one pitch to another.

Pitch Styles

When you generate audio harmonies to your recorded vocal tracks, you can select Pitch Styles to add vibrato and scooping effects to the vocal harmonies. There is a drop down combo list at the bottom of each voice. You can choose a type of "pitch effect" (combination of vibrato and scooping) called a Pitch Style to be applied to each harmony voice.

In the example screenshot, we have chosen "Crooner," "Lite Jazz," "Lounge," and "Head Voice" – somewhat similar vibrato types, but different for each harmony voice.

The Pitch Styles are especially useful for harmonies generated from MIDI tracks, because these lack any vibrato. Now by applying these pitch effects, you can get a natural sounding vibrato for these harmonies.

Now let's preview our harmonies! Press the **[PREVIEW]** button, and after a 5-10 second delay, you'll hear a 10 second sample of the harmony. Once you hear it, you can *tweak* the settings, for example:

- make the original voice louder by increasing the **Dry Voice Level** slider.
- to make the individual harmony voices louder, increase their sliders.
- to change the stereo separation, change the **Pan** sliders
- to make the group more "loose" sounding, increase the **Timing** slider
- to make the pitches and pitch-transitions more human, increase the **Pitch** and **Portamento** sliders
- change the whole **Octave** of all of the harmonies with the octave slider.

If you'd like to get more help on-line about the settings, inside the dialog press the Help button and then click anywhere in the dialog.

This launches the Band-in-a-Box help file with more information.

When you are happy with the settings, press the **[GENERATE]** button. This generates a harmony for the complete song (takes about 20 seconds for "Listen" depending on your CPU speed).

The dialog then exits, and your song is ready to play in Band-in-a-Box.

Band-in-a-Box gives you a confirmation message that the audio harmony has been created.

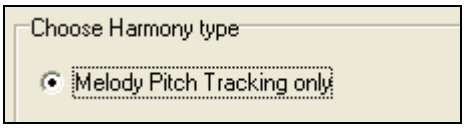
Tip: When playing back the harmonies, mute the MIDI melody (right click on Melody part at the top of the screen or **Alt+9**).

If you want to hear what the harmonies should sound like – we have included a completed version of "Listen 4 part harmony.MP3" and this is included on the "c:\bb\Tutorial - Audio Harmonies" folder.

Melody Pitch Tracking

Now let's use the Audio Harmonies for a different purpose, to "fix" pitches that may be out of tune, or to change some pitches to more interesting notes.

For this, reload the song Listen.MGU. Now resave it by **[Save As**] and give it the name "Listen Pitch Tracking.MGU." Now, we're going to change some notes of the MIDI melody. Open the notation, and change the pitch of the D note at the end of bar 2 to an E. Also change the 'B' at bar 7 to a 'G' below it. At bar 10, change the 'E' note to a C#.



Now, choose Harmonies – Audio Harmonies, and select "Melody Pitch Tracking" and press OK to again launch the TC-Helicon Harmony Dialog. Now, we're going to be changing the vocal track into a different vocal track that instead is matching the pitches of the MIDI melody (without any harmony).

So the dialog reflects this, by only showing one of the columns with a track name, and it is "Melody (BB)."

For this one, we should leave the original voice at ZERO (so we don't hear any of it), and put some humanization settings as shown.

Now try the **[PREVIEW]** button. You'll hear that the harmony is ONE OCTAVE TOO HIGH. This is because the MIDI melody is one octave higher than the vocal track (males sing in the bass clef!). No problem, just adjust the **Octave** setting to –1, and try the preview again.

You'll hear what sounds like the original voice, except you'll notice that the pitch is fixed to perfectly in tune, and some of the notes are changed in pitches (the ones we changed above, for example the E note on end of bar 2). Now press **[GENERATE]** to hear this whole song.

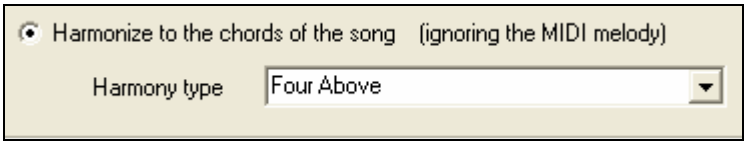
If you want to hear what the pitch tracking final file should sound like – we have included a completed version of "Listen Pitch Tracking.MP3" in the "c:\bb\Tutorial - Audio Harmonies" folder. (Play this file from Explorer by double clicking on it.) Your tutorial example should sound very close to this.

Chordal Harmony

For the last example on "Listen," we'll do an example of the "Chordal Harmony." This is a 4 part harmony based only on the chords, when we don't have a MIDI melody available.

Load in Listen.MGU. Save the file as "Listen – Chordal Harmony.MGU." Now erase the Melody (just to convince yourself that the Melody is not going to be used). Melody-Edit-Kill Entire Melody. Now choose Harmony-Audio Harmonies to open the dialog, and then choose Chordal Harmonies.

You'll see that the only harmony type available will be the Chordal Harmony, because there is no Melody available.



You can choose many different harmony variations, such as Four Above, or Three above etc. Let's choose Four Above. This will give us 4 harmony voices above our original melody. We want to include the original vocal track as well, so we will mix the "dry voice level" up into the mix. Make the settings as shown in this dialog, and press **[PREVIEW]**, and then **[GENERATE].**

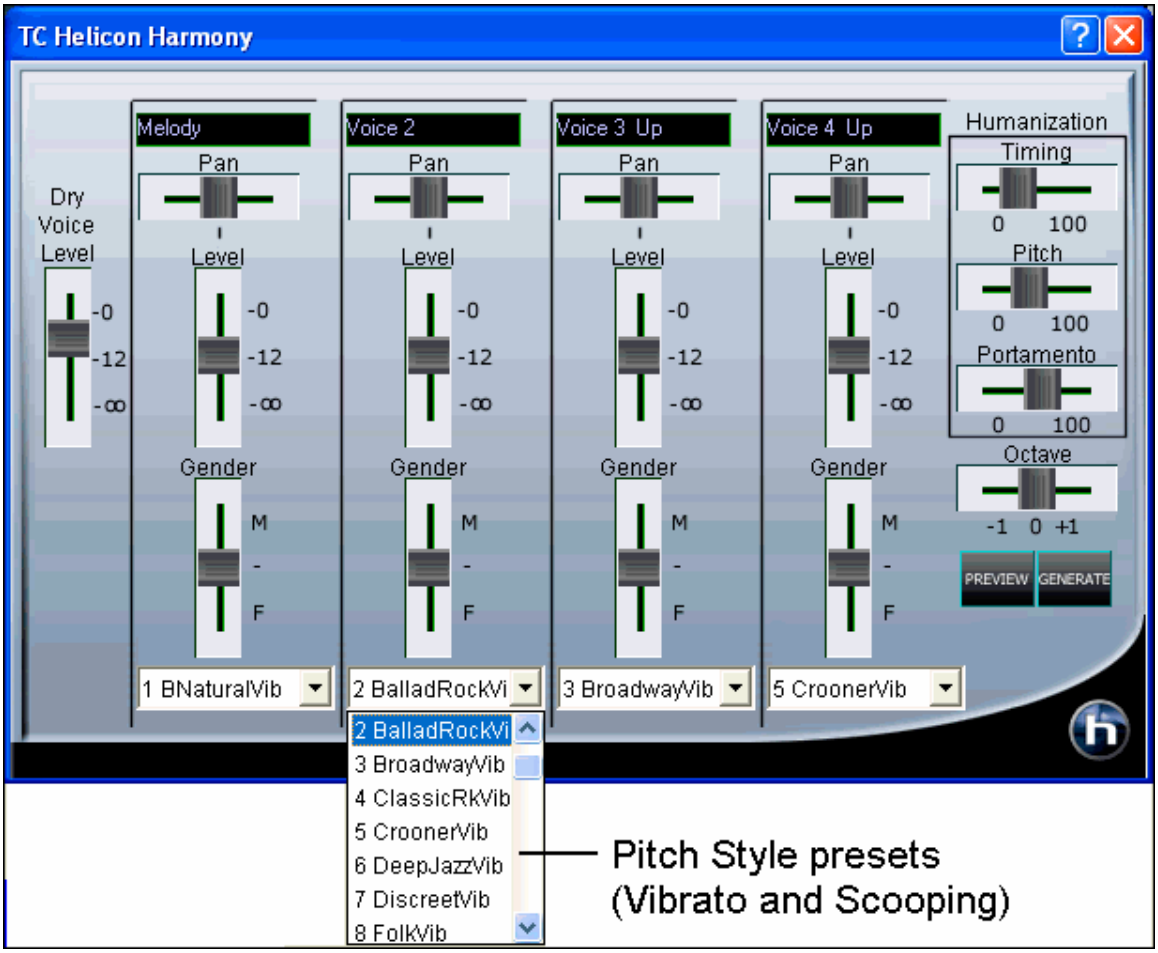
Playback this demo song, and also play the included "Listen Chordal Harmony.MP3" file – your file should sound similar.

Audio Harmonies Pitch Styles (automatic "Vibrato" and "Scooping")

When you generate audio harmonies to your recorded vocal tracks, you can select Pitch Styles, which adds vibrato and scooping effects to the vocal harmonies. Choose from many vibrato/pitch presets, including "Ballad," "Broadway," "Pop Diva" and more!

When you launch the TC-Helicon Audio Harmony dialog, you can see that there is a new drop down combo list at the bottom of each voice. You can choose a type of "pitch effect" (combination of vibrato and scooping) called a Pitch Style to be applied to each harmony voice. In the example screenshot, we have chosen "Natural Vibrato," "Ballad," "Broadway," and "Crooner" – different vibrato types for each harmony voice.

The Pitch Styles are especially useful for harmonies generated from MIDI tracks, because these lack any vibrato. Now by applying these pitch effects, you can get a natural sounding vibrato for these harmonies.



Pitch Styles Preset Details (one per voice)

Each of the four voice banks has a Pitch Styles preset selection list. This control allows pitch scooping and vibrato effects to be added to the harmony voices. These effects can be used to increase the naturalness of vocals processed by melody pitch tracking, produce a more polished, professional sound in the harmonies, and even to create strange special effects. (Have you ever harmonized with a flock of sheep?)

The following table provides a list of the presets, as well as descriptions to help you decide when to use them.

Style Name	Description
1 B Natural Vibrato	This is a very subtle vibrato along with pitch effect that causes the harmony voice to slightly scoop up into some notes, making it seem more distinct from the lead voice.
2 Ballad Rock Vibrato	A Rock vibrato typically used in slower pieces.
3 Broadway Vibrato	The classic vibrato of the New York Show-Tune sound.
4 Classic Rock Vibrato	Classic Rock - A rich and potent sound.
5 Crooner Vibrato	The classic sound of the Las Vegas entertainers.
6 Deep Jazz Vibrato	Reminiscent of the great Jazz singers of the 1950s.
7 Discreet Vibrato	A very light vibrato.
8 Folk Vibrato	A warm and pleasant vibrato.

9 Funk Vibrato	An energetic sound from the 70s.
10 Head Voice Vibrato	A very resonant vibrato, using pitch and amplitude modulation.
11 Hi Energy Vibrato	A fast vibrato.
12 Lite Jazz Vibrato	A lighter Jazz sound.
13 Lounge Vibrato	The bold and big sound of the lounge entertainer.
14 Mellow Folk Vibrato	A sweet, mellow sound.
15 Mellow Pop Vibrato	Light accents to a Pop vocal.
16 Nervous Tremolo Vibrato	A very fast, “nervous,” and choppy vibrato.
17 Opera Tenor Vibrato	The sound of a Classical Tenor singer.
18 Tenor Delayed Vibrato	A Classical tenor sound with a delayed onset. Better for slow songs.
19 Pop Diva Vibrato	The sound heard on many hit Pop recordings.
20 Pop Diva XT Vibrato	A thicker and fuller Pop Diva vibrato, with a faster onset time.
21 R&B Vibrato	Vibrato from another Pop music culture - Rhythm and Blues.
22 Slow Ballad Vibrato	A style typical of slow Pop ballads of the 1970s. Use this on slow songs only because the vibrato isn’t triggered on short notes.
23 Slow Gospel Vibrato	The big sound of the southern US Gospel singer.
24 Smooth Pop Vibrato	A smoother Pop vibrato.
25 Soprano Vibrato	The vibrato sound of a Classical soprano.
26 Tremolo Vibrato	No pitch modulation, just amplitude modulation.
27 Warm Vibe Vibrato	A warm and quick vibrato sound.
28 Memphis Scoop Vibrato	A style typical in ballads of a certain singer from Memphis. Long scoops into some notes, and a strong, slow vibrato.
29 Changing Scoop Vibrato	A style typical of a certain tambourine man. This one works best on slow songs if you just speak the lyrics without singing them!
30 Country Scoop Vibrato	A style that mimics that Country “flip” sound on note onsets.
31 Jungle Vibrato	Special Effect. The sound of the jungle-man.
32 Landing Vibrato	Special Effect. The sound of a close encounter with a spaceship landing.
33 Motorbike Vibrato	Special Effect. A motorcycle-like sound.
34 Nervous Vibrato	Special Effect. An agitated, uneasy sound.
35 Sheep Vibrato	Special Effect. The likeness of sheep bleating in the field.
36 Siren Vibrato	Special Effect. The sound of a North American emergency vehicle.
37 Slicer Vibrato	Special Effect. A choppy alternative to a standard vibrato.
38 UFO Vibrato	Special Effect. The sound of your science-fiction imagination

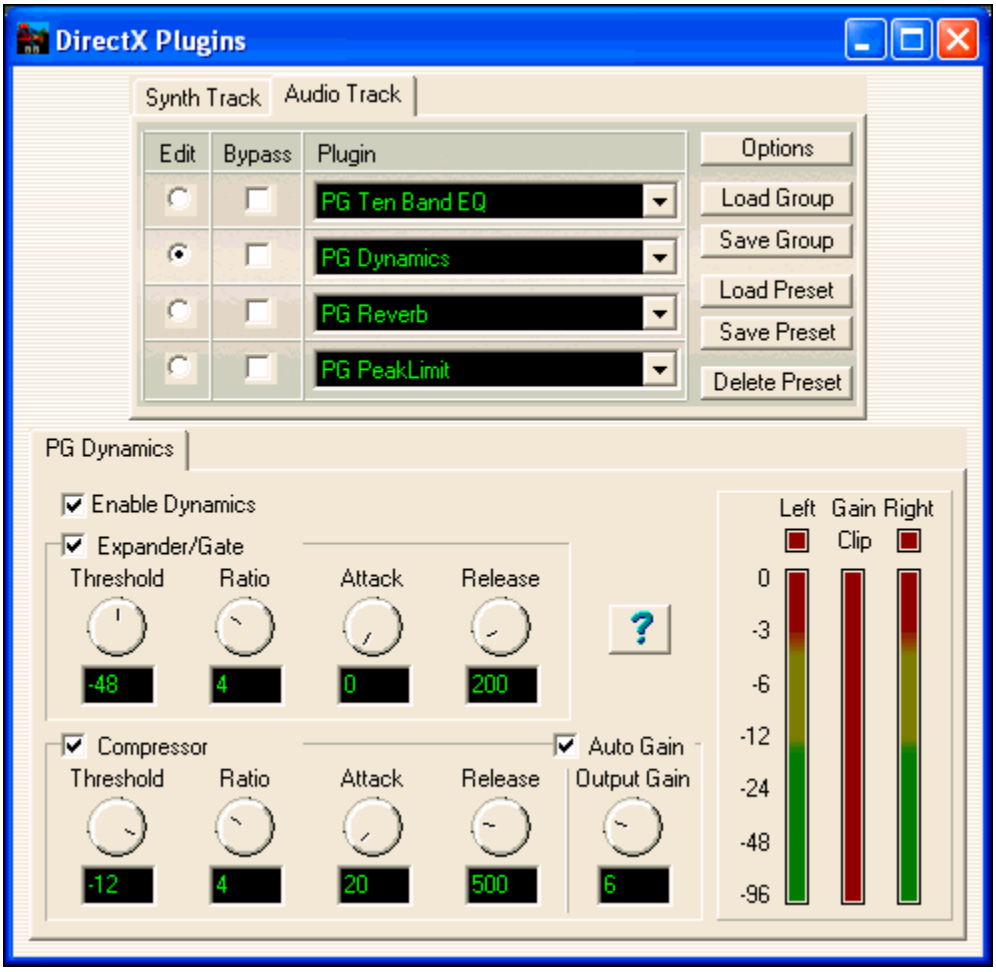
Applying Audio Plug-Ins

When you've recorded audio, you'd likely want to apply some type of effect to the audio recorded. The usual one is reverb. Choose the audio plug-in that you want from the *Audio* | *Plugin* menu. For reverb, choose the Reverb option. You'll then see a plug-in with its own settings, specific to the type of plug-in.

Inside the plug-in, you can preview the plug-in effect, and if you like it you can then proceed with processing the entire .WAV file. You can undo the affects of any plug-in by choosing *Edit* | *Undo*.

Direct-X Plug-ins

You can apply your favorite DirectX plug-in to the digital audio track.



To process a WAV track with a DirectX plug-in, choose *Audio | Plugin | DirectX Audio plugins.*

Apply DirectX Audio Plug-ins (or more precisely, "Audio Transform Filters") to a track.

Important! This feature requires that you have Microsoft DirectX installed. You can download the latest version of Microsoft DirectX from www.microsoft.com.

Reading the Audio and MIDI tracks into other programs

If you have a Band-in-a-Box song that has an audio track as well, and want to export that song to a sequencer like PowerTracks Pro Audio, follow these steps:

- For a song called MYSONG.MGU, the associated .WAV file (audio track) will be called MYSONG.WAV.
- You should make a MIDI file (by pressing the .MID button). Save the .MID in the same folder as the song.

Then your sequencer can read the entire file by doing the following inside your sequencer:

- Open the MIDI file.
- Import the .WAV file track into the sequence.

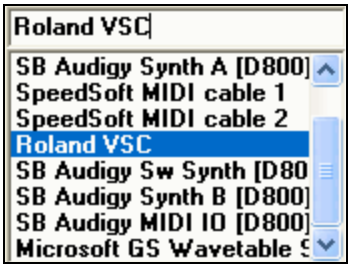
Tip: PowerTracks Pro Audio recognizes that this is a Band-in-a-Box file with a wave file associated with it, and will offer to read them both in. In earlier versions of PowerTracks Pro and other sequencers you'll need to follow the steps above.

Rendering Audio Files

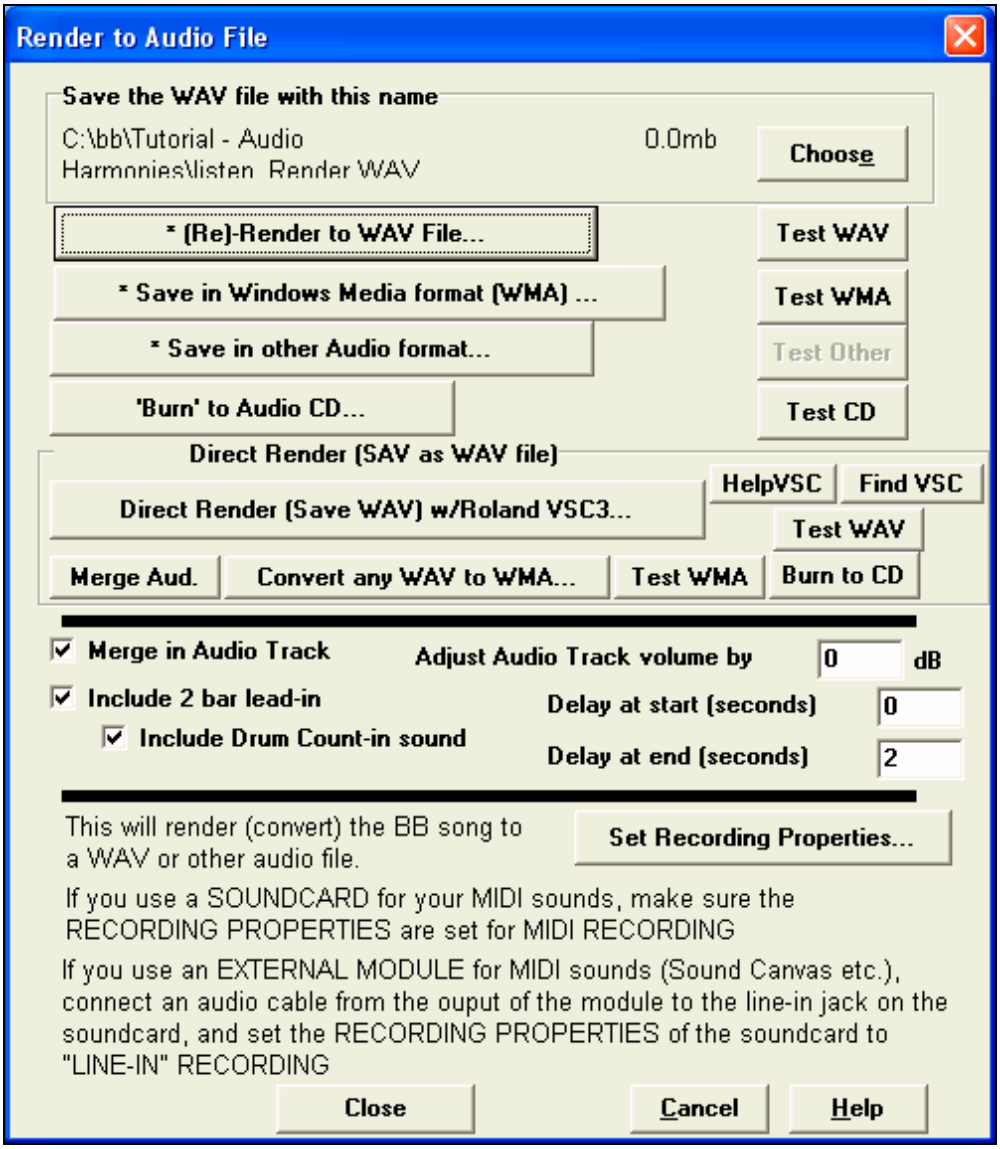
Direct-to-Disk Audio Rendering

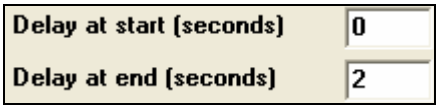
Audio rendering means converting a song to audio format, usually to a WAV file. You can render directly to disk, choose the "Save As WAV" (Audio Conversion) option, and your Band-in-a-Box file will save to disk in WAV format in a matter of seconds!

The file is saved using the high quality Sound Canvas sound set powered by the included Roland VSC3. To use Direct-to-Disk Rendering, make sure that you have installed the Roland VSC3. If you have installed the Roland VSC3, you'll see it listed as one of the output drivers when you choose *Opt. | MIDI driver setup*.

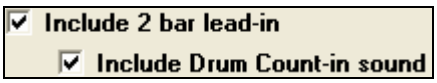


You don't have to select the Roland VSC3 to use the Direct-to-Disk Rendering; you just need to have installed the driver at some time. Then press the [.WAV] button on the main Band-in-a-Box screen to launch the **Render to Audio File** dialog.


Render to Audio File
Save the WAV file with this name
C:\bb\Tutorial - Audio Harmonies\listen_Render.WAV
0.0mb
Choose
* (Re)-Render to WAV File...
Test WAV
* Save in Windows Media format (WMA) ...
Test WMA
* Save in other Audio format...
Test Other
'Burn' to Audio CD...
Test CD
Direct Render (SAV as WAV file)
HelpVSC
Find VSC
Direct Render (Save WAV) w/Roland VSC3...
Test WAV
Merge Aud.
Convert any WAV to WMA...
Test WMA
Burn to CD
Merge in Audio Track
Adjust Audio Track volume by
0
dB
Include 2 bar lead-in
Delay at start (seconds)
0
Include Drum Count-in sound
Delay at end (seconds)
2
This will render (convert) the BB song to a WAV or other audio file.
Set Recording Properties...
If you use a SOUNDCARD for your MIDI sounds, make sure the RECORDING PROPERTIES are set for MIDI RECORDING
If you use an EXTERNAL MODULE for MIDI sounds (Sound Canvas etc.), connect an audio cable from the ouput of the module to the line-in jack on the soundcard, and set the RECORDING PROPERTIES of the soundcard to "LINE-IN" RECORDING
Close
Cancel
Help



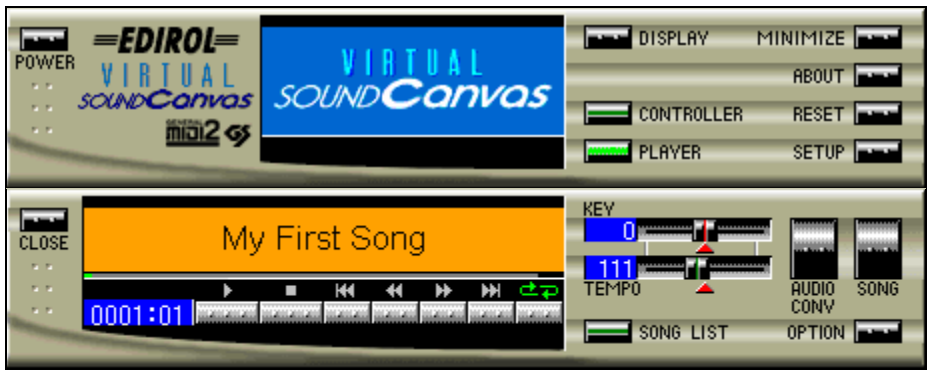
You can specify a number of seconds of silence at the beginning of the file and specify a number of seconds to wait at the end to accommodate the decay of the final sound.



You can elect to include the 2 bar lead-in for the WAV file, and include the Drum Count in sound.

Press the [Direct Render (Save WAV) w/Roland VSC3] button. This launches the Roland VSC3 Virtual Sound Canvas. You'll see the two panes of the Roland VSC3. If you only see one of the panes, then you need to open up

the "Player" section by pressing the [Player] button. Then you'll see the "Player" section, which has the MIDI file already prepared and ready to convert to a WAV file.



Press the [AUDIO-CONV] button, and then choose the location and name for the WAV file to save. We suggest that you name the files with the suffix _VSC3, so that if your song is called "Violet Song" then you could name it Violet Song_VSC3.WAV, but of course you can call it anything you want.

The WAV file will then be saved as a 44K stereo wave file in a matter of seconds. You can choose a different conversion rate by pressing the Setup – Audio Conversion Rate.

Once you've saved the WAV file, you can then convert the file to a .WMA file (Windows Media File), by pressing the [Convert any WAV to WMA…] button. You can then select compression rates so that your file could stream on typical dial-up web modem speed.

You could then convert your song to an audio recording by pressing the [Burn to Audio CD…] button.

Real Time Audio Rendering

The process of converting a MIDI file performance in Band-in-a-Box into an audio wave file is referred to as "rendering." It involves recording the real time MIDI performance as a stereo .WAV file.

Pressing this button or choosing the menu item *Audio | Render MIDI to Stereo .WAV file etc…* enables you to render a MIDI file into an audio .WAV file. Use this feature if you do not want to direct render with the Roland VSC3, for instance you might want to record the audio output of your synthesizer or sound module.

The process differs from usual audio recording, in that you aren't recording from an input source of a Microphone or Line-In, but instead are recording the OUTPUT of the MIDI as it goes out your sound card to your speakers.

Note: If you use an external MIDI module as your driver, then you would be recording from the Line Out of the external module to the Line-In of the sound card.

These selections are done from the Recording panel of your Windows sound card mixer. This is launched from the Rendering dialog.

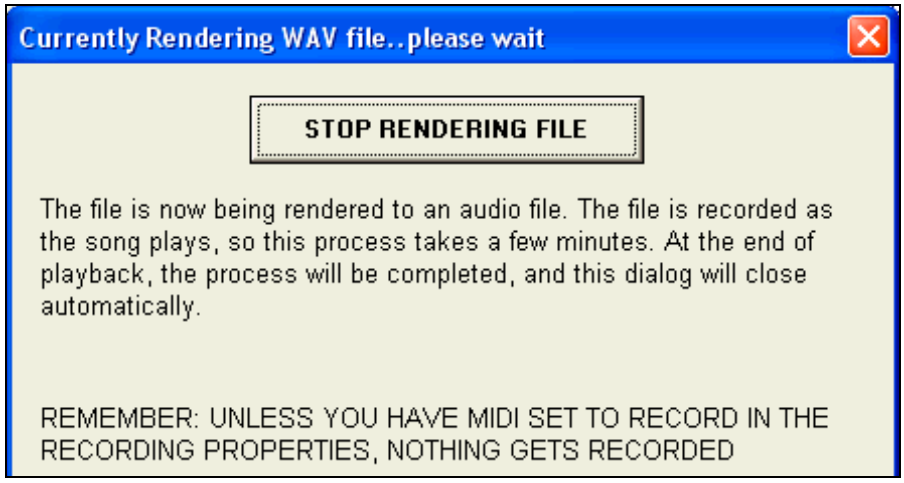
If you use your sound card as your MIDI driver …
It is essential that when you render the file, you have selected the correct inputs, and are recording the outgoing MIDI, and not recording the Mic or Line-In.

If you use an external MIDI module as your MIDI Driver …
You should connect a cable from the audio Line Out of the MIDI module (like Sound Canvas) to the Line-In on the sound card, and then deselect the recording of the rest of the inputs (Audio CD, Microphone, MIDI, Wave, etc.).

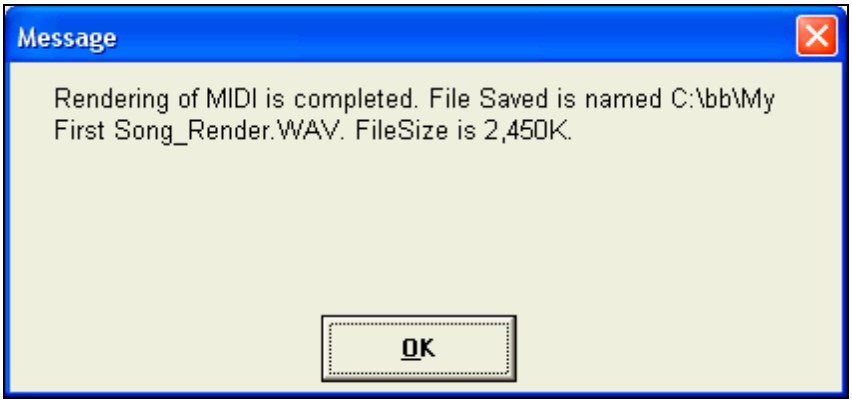
Rendering is a 3 step process:
It's quickest to do this with a small sample of the wave file. Once you have the volume mixed properly, you can record (render) the whole file. This process takes as long as the song takes to play in real time, typically 3-4 minutes.

1. Set Recording Properties
   Set the inputs to record your outgoing MIDI. This would be MIDI if you use a sound card for MIDI, and Line-In for an external module.
2. Render the song
   Press the [(Re)-Render to WAV File…] button and wait as the song is recorded (rendered) in real time.

When you press the render button, a dialog will pop up indicating that the rendering is proceeding. You can STOP this at any time, and if you stop it early, you'll be able to listen to the portion of the file rendered.


Currently Rendering WAV file..please wait
STOP RENDERING FILE
The file is now being rendered to an audio file. The file is recorded as the song plays, so this process takes a few minutes. At the end of playback, the process will be completed, and this dialog will close automatically.
REMEMBER: UNLESS YOU HAVE MIDI SET TO RECORD IN THE RECORDING PROPERTIES, NOTHING GETS RECORDED

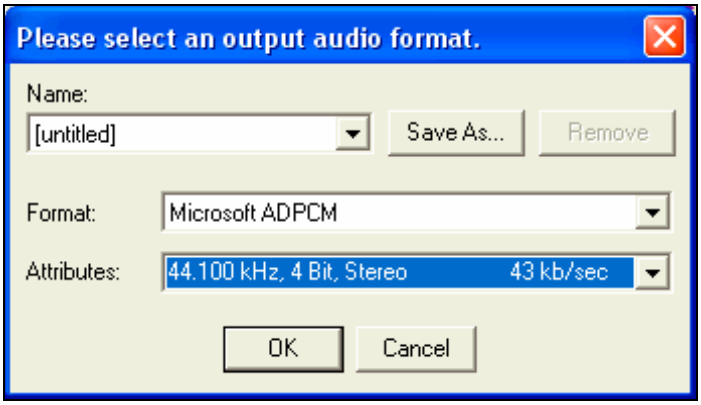
When rendering is finished, the name and size of the saved file will be displayed at the top of the **Render to Audio File** dialog.



3. **Test the file.**
   You can then use the [Test WAV] button to test the WAV file. For testing, Band-in-a-Box uses Windows Media Player (MPLAYER.EXE) to play the wave file, compressing the WAV file using the Windows Audio Compression Manager (ACM Drivers).

Saving in other audio formats

When you choose this option, Band-in-a-Box will launch the Windows Audio Compression Manager.



From this dialog, you can choose the type of compression that is appropriate (from the available installed codecs). You can save your settings as named presets by using the [Save As] button.

Saving as Windows Media File

Band-in-a-Box has enhanced audio support for saving in Windows Media Player format. Once you've saved a WAV file, you can compress the file for Internet use, using the Windows Media Player audio format (.WMA).

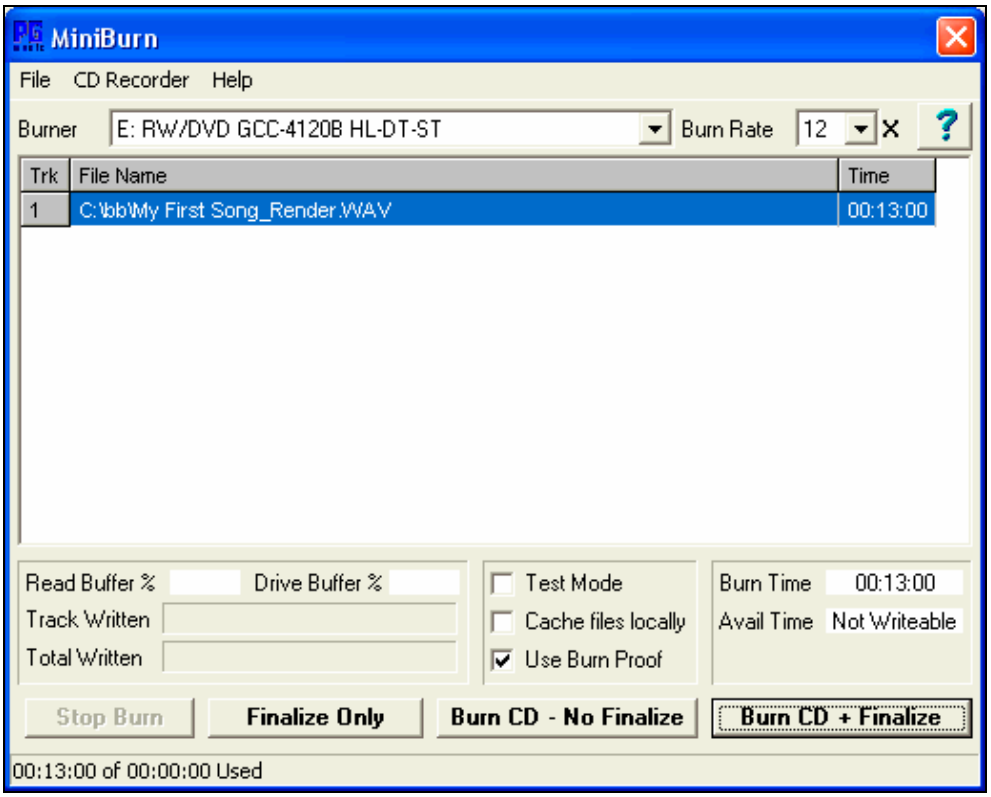
Press the [Save in Windows Media format (WMA)…] button to save your Band-in-a-Box song as a Windows Media Audio file.

Using the Audio Rendered Stereo .WAV file with other programs.

In our example we rendered a stereo 44K wave file called _MY FIRST SONG.WAV. To read this file directly into other programs such as Windows Media Player or Real Audio Player Plus you would choose *File | Open*. Most audio programs have a similar ability to read a 44.1K stereo .WAV file.

Burn your own Audio-CD

Press the [Burn to Audio CD] button to launch the MiniBurn program and burn your wave file to a CD, which will then play in a standard CD player.



Note: Any CD you create won't be playable in an Audio CD player until the disc is finalized. Therefore, if you choose [Burn CD - No Finalize] make sure that when you burn the CD for the last time the disc is finalized.

If launched from Band-in-a-Box, the current BIAB song has automatically been added to the Burn List. If MiniBurn is running standalone, you must add Wave files to the Burn List.

Burn List

Burn list files are displayed in MiniBurn's central file list region.

Column 1- Track Number

Column 2- Path and name of Wave files

Column 3- Play time of each Track, formatted in minutes:seconds:frames

Burn Time indicates the sum of all the burn list track times.

Avail Time indicates the time available on the blank CD-R in the CD Burner. If no disc has been inserted, Avail Time reads "No Disc." If an unwritable disc has been inserted (CD-ROM disc or already-finalized CD-R, CD-RW), Avail Time reads "UnWritable."

Add Files to the Burn List

Wave files can be added three ways:

1. Use the menu item *File/Add Track…*
2. Right-click on the Burn List and select "Add Track" from the pop-up menu.
3. Drag wave files into the MiniBurn window from an open Windows folder view.

Note: Only Wave files are accepted, and Wave files must be 16 bit stereo, 44.1 K sample rate (the standard format for Audio CDs).

Remove Files from the Burn List

Files can be removed two ways:

1. Left-click to select a track, then use the menu item *File* | *Remove Selected Track.*
2. Left-click to select a track, then right-click on the Burn List and pick "Remove Track" from the pop-up menu.

Clear All Files from the Burn List

The list can be cleared two ways:

1. Use the menu item *File* | *Clear All Tracks From Burn List.*
2. Right-click on the Burn List and select "Clear All Tracks" from the pop-up menu.

Change the Order of Tracks in the Burn List

Left-click on the "Trk" column of the file you wish to move, and drag the file to a new location in the list.

Audition Tracks in the Burn List

Left-click to select a track in the Burn List, then right-click and pick "Play Selected File" from the pop-up menu.

To stop playback, right-click the Burn List and pick "Stop" from the pop-up menu.

It is not necessary to stop a wave file before playing a new wave file. It is not necessary to stop playback before burning. Playback stops automatically before burning begins.

Burner Controls

Eject: Open the drive tray using the menu item *CD Recorder* | *Eject.* Of course you can also press the eject button on the CD drive.

Close the Drive Tray: Close the drive tray using the menu item *CD Recorder* | *Close Tray*. You can also press the eject button on the CD drive, or gently push the drive tray to close it. Some manufacturers advise against closing the tray with a push.

Select a Burner

If the computer contains multiple burners, select a drive with the Burner drop-down menu. If a computer doesn't have any supported drives, the Burner menu will be empty and burning is not possible.

Set the Burn Rate

MiniBurn automatically selects the fastest rate reported by your drive. It is typical to use the fastest rate, unless you know from previous experience that your computer doesn't burn well at high speed. In that case, set a slower burn rate to ensure a good burn.

Test Mode Checkbox (Simulate Burn)

To test the CD Burner without actually writing a CD, turn on the Test Mode checkbox. After your PC has "proven itself" with a couple of good burns, routine testing is not necessary.

Cache Files Checkbox

If Cache Files is turned ON, MiniBurn writes an encoded temporary file before burning the CD. Unless burn errors are encountered, performance is faster with this option turned OFF. It is not usually necessary to Cache Files, but there are some situations where Caching is helpful:

1. On a very slow PC, the computer may not be fast enough to translate the wave file to CD audio while burning. Caching may be necessary to avoid errors.
2. If Burn List audio files are stored in another PC on your local network, the network transfer delay may cause errors. Caching will pre-fetch the files to your local hard disk before burning the CD.

Use Burn Proof Checkbox

Burn Proof is a technology available on many newer CD/DVD burners. With Burn Proof, it is less likely to accidentally make a bad CD. If a burner has the Burn Proof feature, the checkbox is automatically enabled and turned ON. If a burner does not have this feature, the checkbox is grayed-out and cannot be adjusted. Unless Burn Proof seems to be causing unlikely strange problems, always use this feature if it is available.

Burn CD + Finalize (Make Playable CD)

Start CD burning. This button is the preferred way to make CDs for use with standalone Audio CD Players. With the other options, 'Burn CD – No Finalize' and 'Finalize Only', the tracks will typically be readable by computer CDROM drives, but all of your recorded tracks may not be visible to standalone Audio CD Players, even after the disc is finalized.

> **Note:** If you want the disc to be playable in standalone audio CD Players, remember to use CD-R (CD Recordable) discs rather than CD-RW (CD Rewritable) discs. Most stand-alone audio CD players cannot read CD-RW discs.

Burn CD – No Finalize (allow tracks to be added later)

Audio CDs must be "finalized" before they can be recognized by the majority of stand-alone audio CD players (stereos, boom boxes, portable CD players, automobile CD Players), or television DVD players. However, many computer CD drives can play "Un-Finalized" audio CDs, so you can play them on your computer until all the songs have been added to the CD.

Use 'Burn CD – No Finalize' if you wish to add tracks to an audio CD over more than one session.

> **Note:** Be sure to use 'Burn CD + Finalize' or 'Finalize Only' when you add the final track(s) to a multi-session Audio CD.

When adding tracks to an "Un-Finalized" audio CD, the Available Time field displays the "empty" time remaining on the CDR (the disc currently loaded in your burner).

Example: If you have already recorded 40 minutes to a 74 minute CDR, MiniBurn will display about 34 minutes of Available Time. Take care not to add more tracks than will properly fit on the CD's remaining empty space.

Make sure that the Total Time does not exceed the Available Time!

Finalize Only (Make Playable CD without adding new tracks)

Audio CDs must be "Finalized" before they can be recognized by the majority of stand-alone audio CD players (stereos, boom boxes, portable CD players, automobile CD Players), or television DVD players. If you have previously added tracks to a disc with the Burn CD – No Finalize function, you can finalize the disc with the Finalize Only button.

Stop Burn

Stop burning before the disc is finished.

> **Note:** If you prematurely Stop, the CD will almost certainly be ruined.

Burning Progress

While a CD is burning, progress is indicated in the lower-left of the MiniBurn window. Progress messages are also displayed in the Status Bar at the bottom of the window.

Read Buffer %- The computer's disk read buffer usage. If Burn Proof is not available, you may have burn errors if this drops to zero in mid-burn. In this case, try a slower Burn Rate.

Drive Buffer %- The CD Burner's write buffer usage. If Burn Proof is not available, you may have burn errors if this ever drops to zero. In this case, try a slower Burn Rate.

If a bona-fide buffer under-run actually occurs, MiniBurn also displays an error dialog at the end of the burn.

The two Buffer fields are most useful for diagnosing problems-- If the Read Buffer gets too low, it may mean that the Hard Drive (or network connection) is not fast enough. If the Drive Buffer gets too low but the Read Buffer remains adequate, it may mean that background processes are stealing too much CPU time from MiniBurn.

Track Written- Indicate the current track's progress.

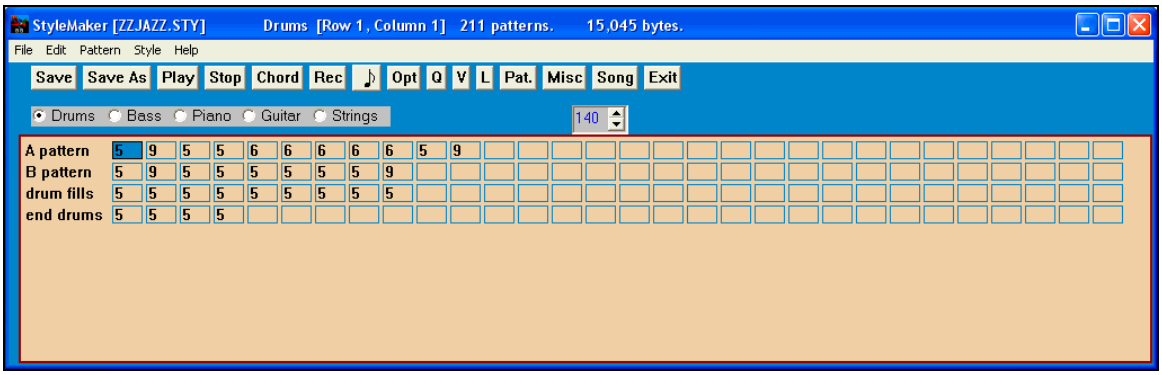
Total Written- Indicate the progress of the entire burn.

Chapter 11: User Programmable Functions

The StyleMaker™

The StyleMaker is the section of the program that allows you to create brand new styles or edit existing styles. This is done by recording patterns for each of the drums, bass, piano, guitar and strings parts, or by entering these parts in the StyleMaker Pattern Editor notation window. If you don't want an instrument in a style you don't need to record any patterns for it. The StyleMaker window is accessed from the *Styles* menu by choosing any one of:

- *New – Make a New Style* to create an entirely new style from a blank template.
- *Edit a Style* (**Alt+F9** keys) to open any style for editing.
- *Edit Current Style* (**Ctrl+Shift+F9** keys) to open the current style in use for editing.


StyleMaker [ZZJAZZ.STY] Drums [Row 1, Column 1] 211 patterns. 15,045 bytes.
File Edit Pattern Style Help
Save Save As Play Stop Chord Rec Opt Q V L Pat. Misc Song Exit
Drums Bass Piano Guitar Strings
140
A pattern
B pattern
drum fills
end drums

StyleMaker Pull-Down Menu Items

The StyleMaker has a separate pull-down menu to the main program. Many of the menu commands can be accessed directly with the on-screen buttons in the StyleMaker window.

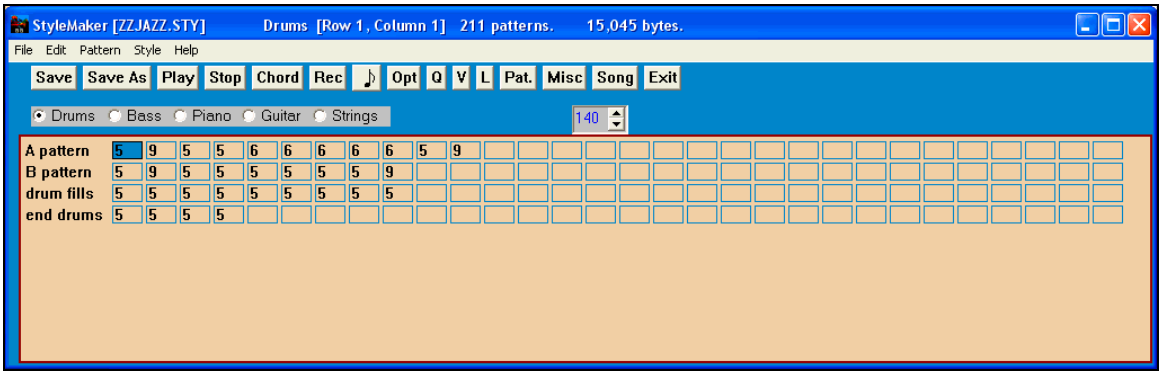
Buttons on Main StyleMaker Screen

These options are also available from the StyleMaker window pull-down menus.

Save	Saves and overwrites existing style using current name.
Save As	Saves the style, but allows you to rename it first.
Play	Plays the current pattern.
Stop	Stops the playback of the current pattern.
Chord	Plays the current pattern over a specific chord.
Rec (Record)	Begins live recording of a pattern after a 2-bar intro.
Opt (Options)	Allows setting of options for the current pattern.
Q (Quantize)	Adjusts note timing to a number of divisions per measure.
V (Volume)	Change the volume of the selected pattern.
L (Legato)	Increases or decreases note durations for the pattern.
Pat (Patch)	Assign instruments to the style.
Misc. (misc.)	Overall style settings including master volumes.
Song	Plays the current song using the new style you're making.
Exit	Exits the StyleMaker and closes the window.

Exploring the StyleMaker

To become familiar with the StyleMaker it is easiest to begin with an existing style and examine its makeup. This example uses ZZLITROK.STY, a basic Light Rock style. Patterns are played back from the main StyleMaker screen:


StyleMaker [ZZJAZZ.STY] Drums [Row 1, Column 1] 211 patterns. 15,045 bytes.
File Edit Pattern Style Help
Save Save As Play Stop Chord Rec Opt Q V L Pat. Misc Song Exit
Drums Bass Piano Guitar Strings
140
A pattern 5 9 5 5 6 6 6 6 6 5 9
B pattern 5 9 5 5 5 5 5 5 9
drum fills 5 5 5 5 5 5 5 5 5
end drums 5 5 5 5

The StyleMaker always opens to the **Drums** window, as indicated by the highlighted button to the left of Drums. Other parts are selected by clicking on their buttons, just as in the main Band-in-a-Box screen.

The rows of cells are for the musical patterns that have been recorded for the style. Each numbered cell is a pattern; the blank cells are for new patterns. The numbers are the weights assigned to the pattern, a higher number, or weight, means that a pattern will be played more often. The average weight is 5.

In the example above, you will notice that there are 4 rows of drum patterns.

- A pattern is the row to record drum patterns for the A substyle.
- B pattern is the row to record for the B substyle.
- drum fills are recorded on the drum fills row
- end drums are ending patterns (2 consecutive patterns of 1 bar)

This style shown has nine drum patterns for its “a” substyle, and eight more for the “b” substyle variation. It also has eight drum fills and four ending patterns.

What’s a pattern?

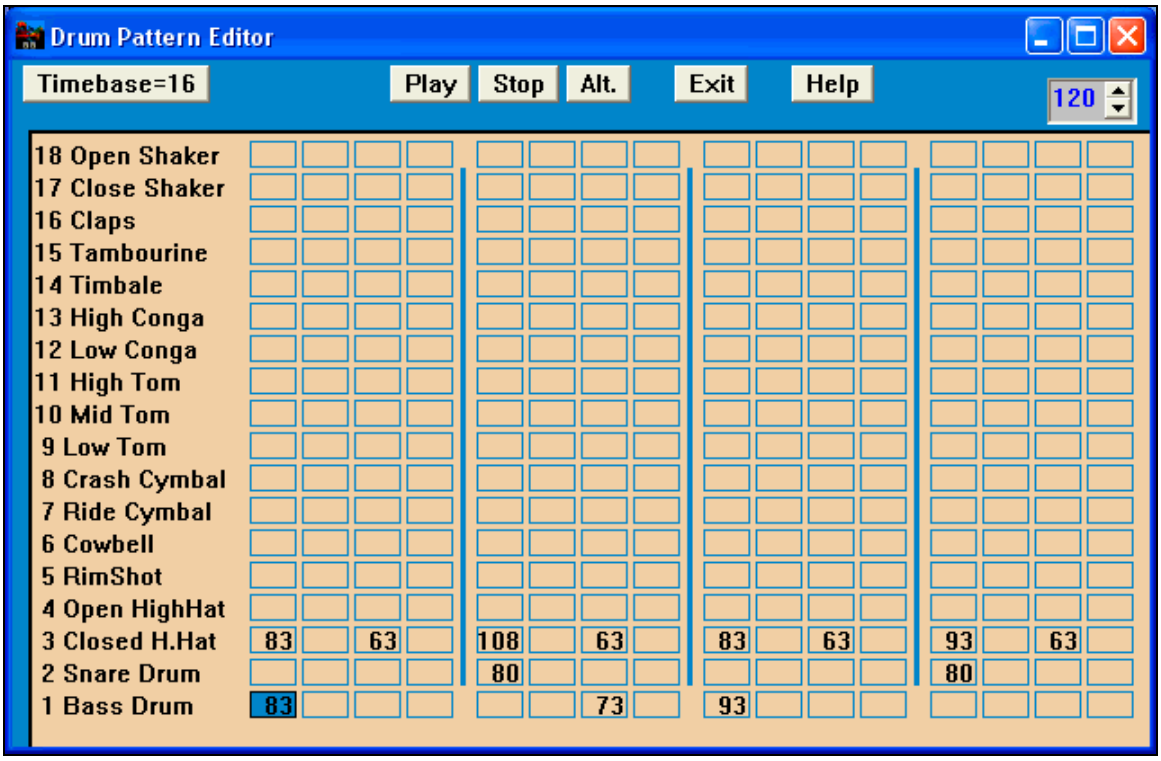
A pattern is one musical figure, a single element of a musical style. When Band-in-a-Box combines the various note patterns into arrangements we hear what the different instrumentalists would play for a song in that style.

Drum Patterns

In our example, the drum patterns are what the drummer plays for a Light Rock song. You can view any drum pattern in the row if you click on the box and then on the [Rec] button to open the Drum Editor.

The Drum Editor grid shows which drums in an 18-piece kit are being played on what beats and with what velocity (force) they are being hit. Each group of columns separated by a vertical line represents one beat in a four-beat bar, sub-divided into 16th notes. If there was a number in each cell across the row for any instrument, that instrument would play sixteenth notes for the whole bar.

In a swing style each beat would be sub-divided into eighth-note triplets, with three columns to a beat.



Let's examine the pattern in detail.

The highlighted cell shows that the Bass Drum is being played on beat 1 at a velocity of 83. (The loudest possible note has a velocity of 127, while 0 is silent.) Moving to the right, you will see that the Bass Drum plays again on the second eighth note of beat 2 with a velocity of 73, and then on beat 3 with a velocity of 93, the familiar "boom-ba-boom" Pop/ Bossa Nova beat.

The Closed High Hat plays straight eighth notes at different velocities.

The Snare Drum plays on beats 2 and 4 in a typical Light Rock backbeat.

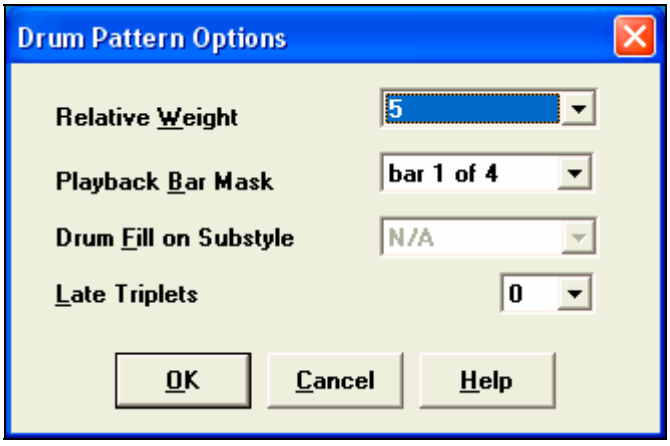
You can easily create new patterns of your own by selecting an empty box in a row of patterns and then clicking the [Rec] button to open a blank Drum Pattern Editor grid. To hear the pattern you have made click on the [Play] button. Click on the [Help] button for more tips and details.

Tip: All Band-in-a-Box styles must have at least one drum pattern, even if there are no drums in the style. In that case, open the Drum Grid Editor and enter a value of 0 on beat 1 of the pattern for any drum and then save the pattern.

Click on the [Exit] button to return to the Drum window.

The Drum Options dialog will open, click on [OK] and it will close. The options are explained in the in-depth tutorial.

This type of pattern is found in earlier Band-in-a-Box styles. Later styles use live MIDI drums, which are edited as notation.

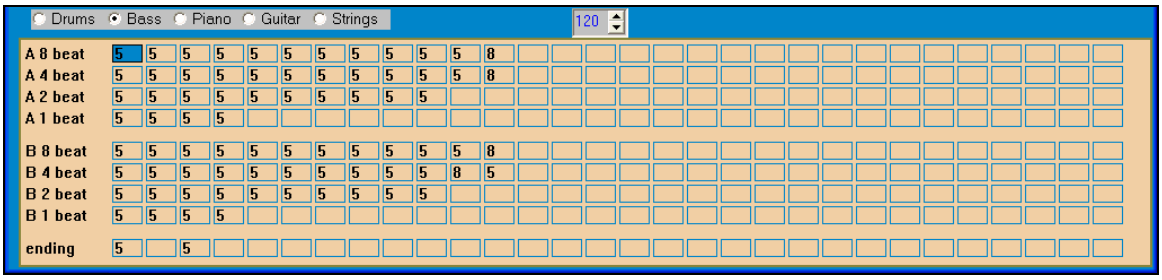


Now let's examine a bass pattern.

Bass Patterns

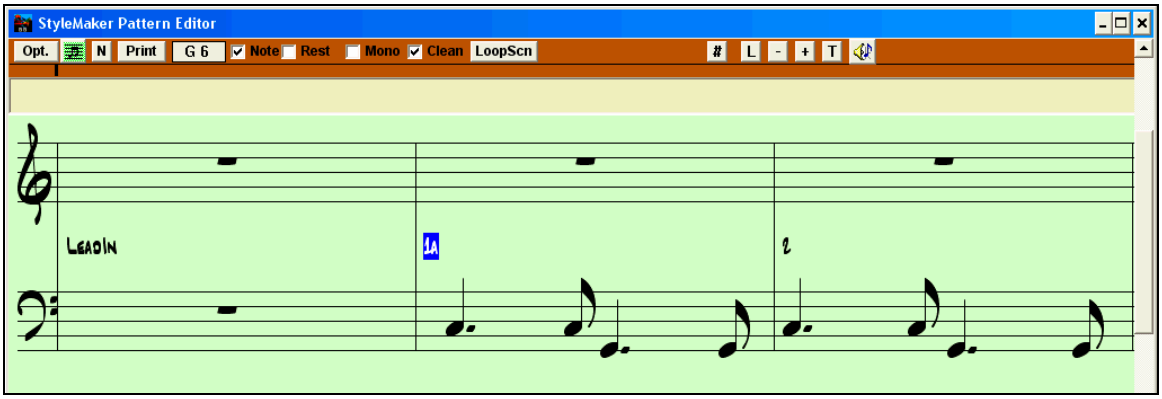
Click on the button to the left of Bass to open the bass pattern window. Notice that the status bar gives the Row and Column number for the current pattern.

You'll see that this window is different from the Drums window, it has rows for different lengths of patterns – 8 beat, 4 beat, 2 beat and 1 beat – for both the A and B substyles, and a row for endings.



To see a bass pattern, select any numbered box and click on the notation button. The StyleMaker Pattern Editor will open, showing the selected pattern as notation.

Click on the [N] button to enter the Editable Notation mode. In this mode notes can be edited, added, or deleted as in the regular notation.



A new pattern can be created by selecting an empty cell in the StyleMaker grid and then opening the StyleMaker Pattern Editor window to enter notes with your mouse. A quicker way to make a new pattern is to record it live from a MIDI keyboard or any other MIDI controller that is connected to your computer.

Recording a New Pattern

New patterns are recorded by playing them live in real time as the StyleMaker plays an accompaniment on the drums and other instrument parts for the style.

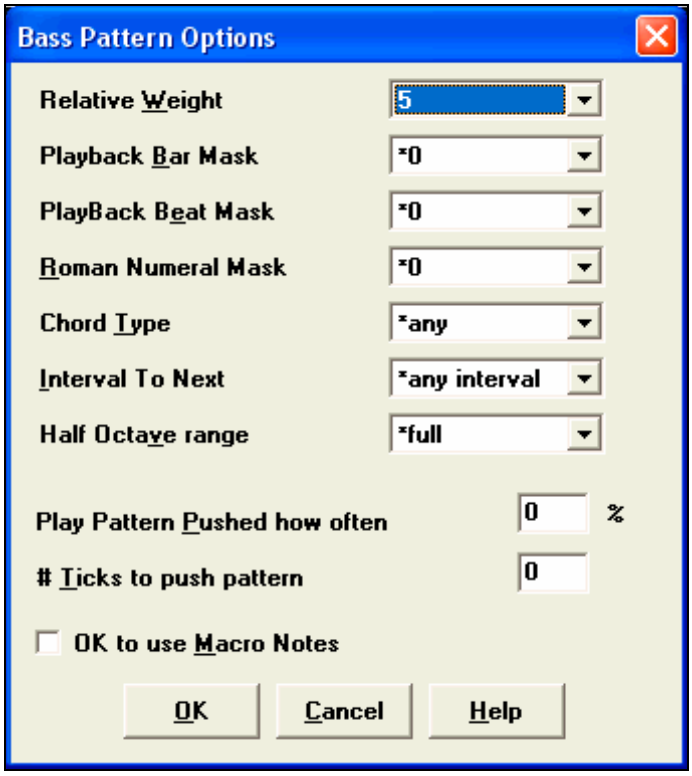
Go to the correct row for the length of the pattern you want to record (8 beat, 4 beat, etc.) and click on an empty cell. Recording is started with the [Rec] button, drums, and other parts ill start to play but recording has not begun.

The StyleMaker gives you a 2-bar intro, so you can play along with the intro for a "flying start" or just use the 2 bars to count yourself in. Recording then begins and continues for another 2 bars, no matter what length of pattern you are recording. If you are just recording a 4 beat pattern you will still hear the 2-bar intro and then another 2 bars of accompaniment while the pattern records. You would just play your 4 beat pattern and then wait until recording stops.

When recording stops, a Record Options dialog opens. The options are explained in the Help, and they can always be changed after the style has been saved.

Click on OK to save the pattern. Click Cancel to erase the take and try again.

To hear the pattern you have just recorded click on the [Play] button. Remember that the pattern can be edited in the StyleMaker Pattern Editor; you don't have to redo a "close" take because of a small mistake.

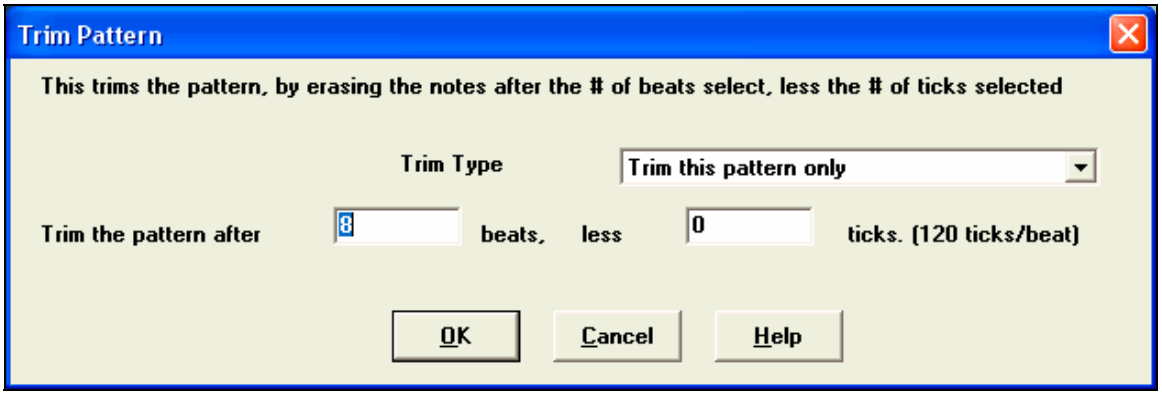


Advanced Editing Of Patterns

Patterns can be "tweaked" with the other advanced features in the StyleMaker - Trim Pattern, Late Notes, and the Event List Editor.

Trim Pattern

The Trim Pattern routine deletes notes past the end of a pattern, or (optionally) a specified distance from the end of a pattern. This can be accessed from the *Pattern | Trim Pattern(s), row(s)* command.



In the dialog displayed, we are trimming 50 ticks from an 8 beat pattern. This means that all of the information past 8 beats (less 50 ticks) will be deleted. This feature is useful to erase "busy playing" that is present near the end of a pattern, and also delete notes that are just taking up space in the style.

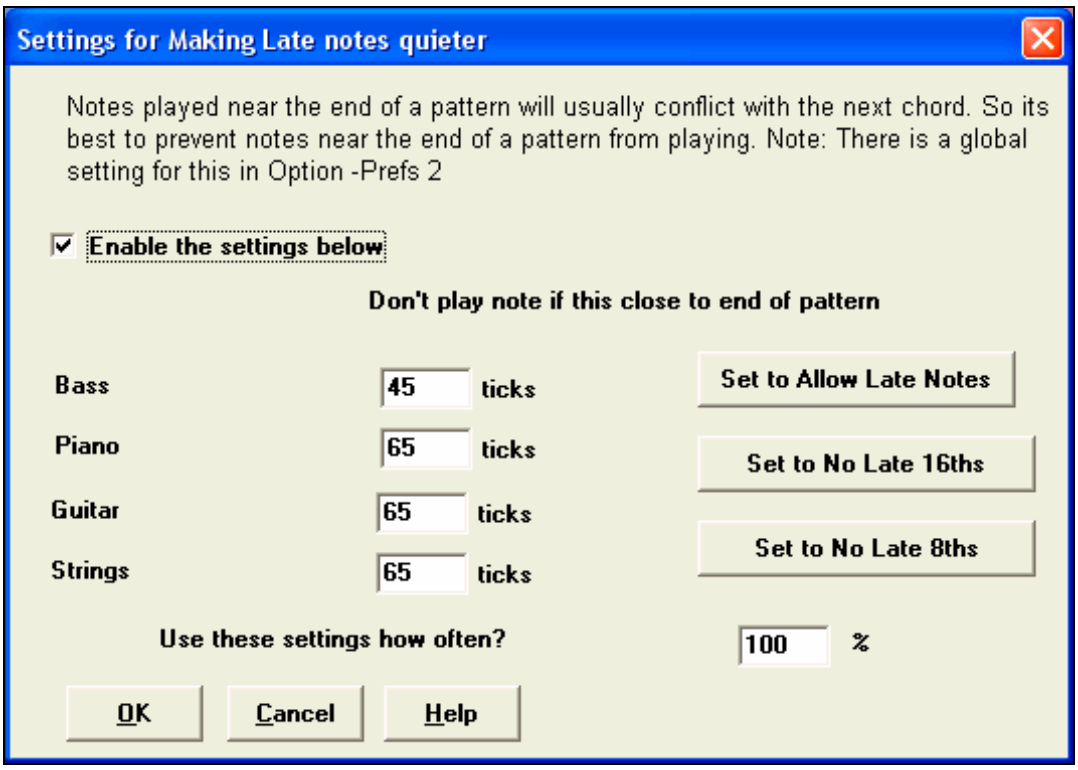
Pattern Velocity Adjust

This function adds or reduces the velocity of a single pattern, row of patterns, or all patterns in an instrument. It is useful for reducing or increasing the volume of an entire instrument, or fine-tuning the velocities in a style. Choose the StyleMaker menu item *Pattern | Velocity Adjust* for 1 pattern, 1 row or all patterns, and input the velocity change to make for the pattern(s). This adds or subtracts a certain velocity value to the patterns.

Tip: There is another velocity command, "Volume adjust," but it works differently. It will change the velocities to a certain value, useful for "smoothing out" velocities.

Late Notes

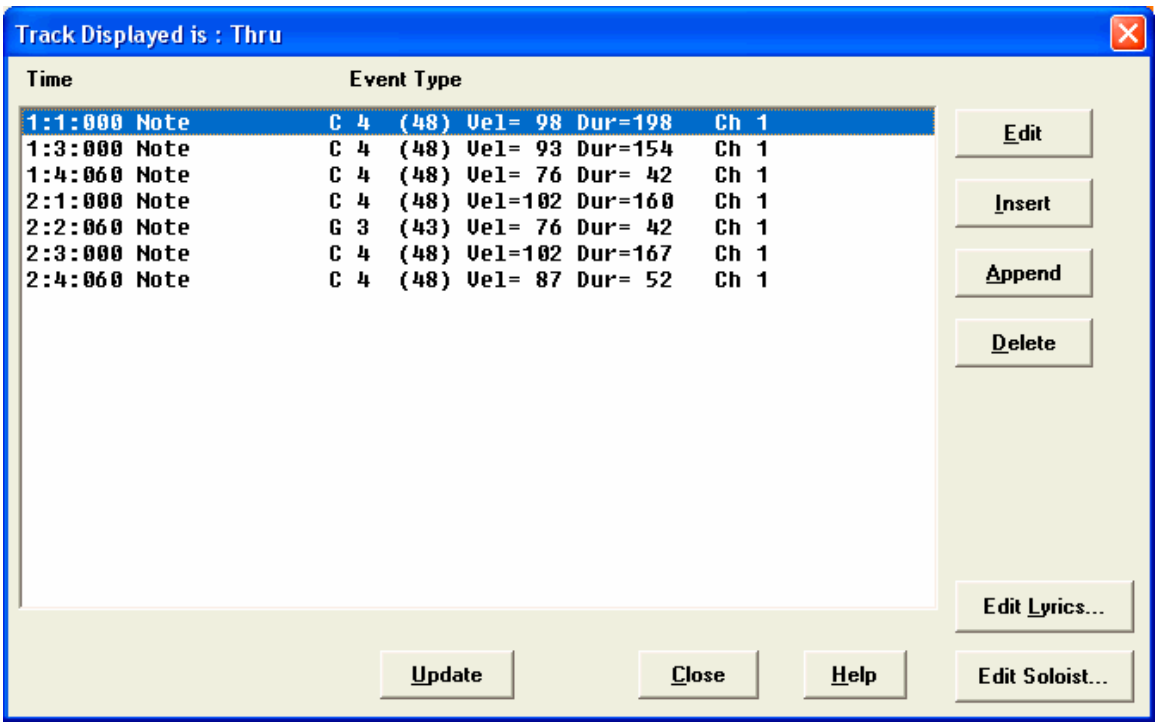
The [Late Note] button is found inside the Misc. Style Settings dialog, it opens a dialog with “Settings for Making Late notes quieter.” There are settings for allowing or not allowing late notes, and for how late the notes can be.



The global setting for late notes in *Opt.* | *Preferences* [Arrange] will reduce the volume of the late notes for a smoother transition from one chord to another.

Event List Editor

The [#] button in the StyleMaker Pattern Editor notation window opens an event list for editing, inserting, or deleting notes in the patterns.


Track Displayed is : Thru
Time
Event Type
1:1:000 Note C 4 (48) Vel= 98 Dur=198 Ch 1
1:3:000 Note C 4 (48) Vel= 93 Dur=154 Ch 1
1:4:060 Note C 4 (48) Vel= 76 Dur= 42 Ch 1
2:1:000 Note C 4 (48) Vel=102 Dur=160 Ch 1
2:2:060 Note G 3 (43) Vel= 76 Dur= 42 Ch 1
2:3:000 Note C 4 (48) Vel=102 Dur=167 Ch 1
2:4:060 Note C 4 (48) Vel= 87 Dur= 52 Ch 1
Edit
Insert
Append
Delete
Edit Lyrics...
Update
Close
Help
Edit Soloist...

Piano, Guitar and String Patterns

Piano, Guitar and String patterns are recorded in the same way as live Drums or Bass patterns, but with added features and options. Guitar styles can be created with authentic strumming and rhythm patterns using correct fret positions.

Guitar Styles with the StyleMaker

Guitar Styles with incredible authenticity are possible in the StyleMaker. You can use new macro notes to be played back as a Jazz, Folk, or Pop guitar chord using correct fret positions for accurate guitar-friendly chords.

Playing back Guitar Styles

Guitar Styles are identified by the exclamation point (!) in the style name. This is not a requirement, but is usually present in the style name.

You can see which tracks have intelligent guitar parts by looking at the title window of the Guitar fretboard when the track is highlighted. If it is a Guitar Style track, it will say [Guitar voicings] after the name of the track.

The styles can be set to use different types of voicings for guitar. For example, there are Jazz, Pop, and Folk (open position) voicings. Also, some of the styles allow the guitar to play advanced chords and inversions. Some of the styles play chord patterns, so the chord in the song might be F7, but the guitar plays a "walking-chord" pattern of F7,Cm7/G, Abdim, F7/A on each beat. There can be fingerpicking styles that have a lowest note alternate between root and 5th.

Guitar Parts use channels 11 to 16 for the notes, corresponding to strings 1 to 6 of the guitar. When you make a MIDI file, the notes will all get written on a single guitar channel. Sequencers like PowerTracks Pro Audio will recognize guitar parts on all 6 channels, so if you want to write the MIDI file from an intelligent guitar style, you can set Band-in-a-Box to do this from the *Opt* | *Preferences…* | *Write Guitar part on 6 channels* option.

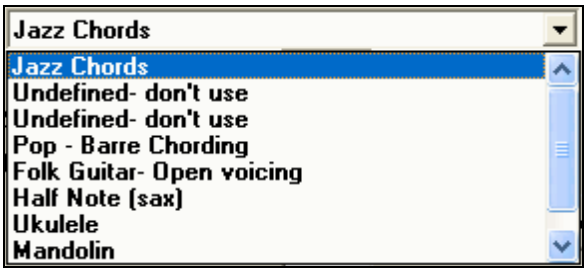
To make a Guitar Style:

Press the [Misc] button to enter the Misc. Style Settings window, and then press the [Guitar Macros] button to launch the **Settings for Guitar chord macros** dialog.

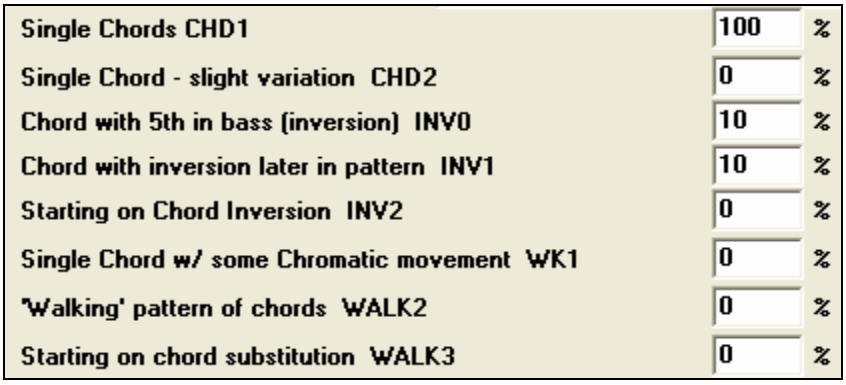
Note: A macro is a single note that triggers a preset chord pattern.

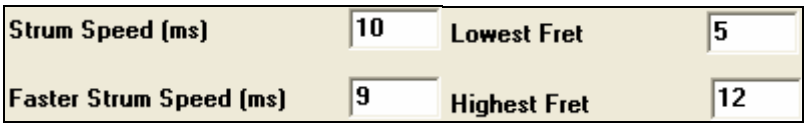
In the **Settings for Guitar chord macros** dialog choose the tracks that you want to put guitar parts on. Use the Piano and Strings to layer multiple guitar parts.

In the dropdown "Guitar Chord Types to Use" combo box, set the type of chords to use: Jazz, Pop, Folk, Half Note (sax), Ukulele, Mandolin, 5-string Banjo.



Set the complexity of the chords to use. These can be single chords, chords with variations, inversions, and chord "walking" patterns. If you want a simple guitar style, set the first one to 100%, and the rest to 0%.

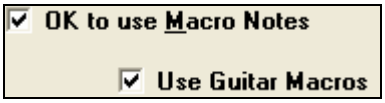

Single Chords CHD1 100 %
Single Chord - slight variation CHD2 0 %
Chord with 5th in bass (inversion) INV0 10 %
Chord with inversion later in pattern INV1 10 %
Starting on Chord Inversion INV2 0 %
Single Chord w/ some Chromatic movement WK1 0 %
'Walking' pattern of chords WALK2 0 %
Starting on chord substitution WALK3 0 %



Set the strum speed and fret range that should be played on the guitar.

The Guitar styles have an option to keep the same chord for the whole pattern when using databases that have changing chords within the pattern. If set, databases that have changing chords like the "Half Note (sax)" chords will only use the first chord in the pattern.

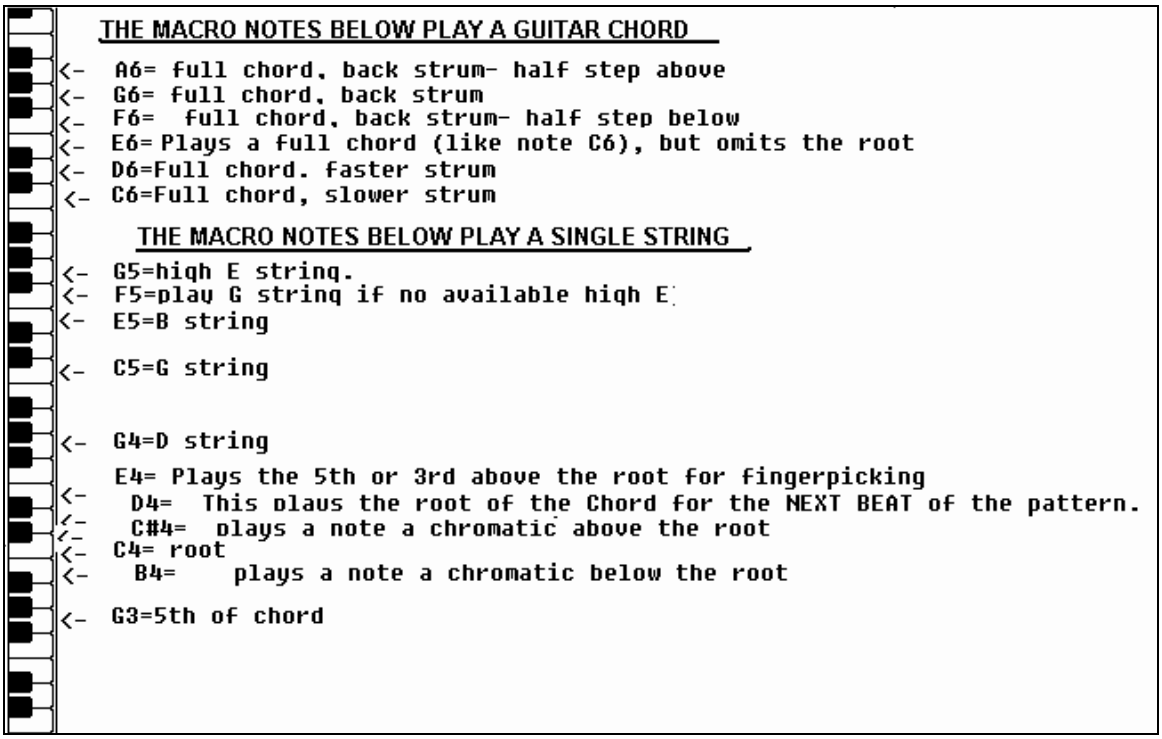
Exit the dialog and record a guitar pattern using Guitar Macro notes.



When the recording of the pattern finishes, set "OK to use Macros" and "Guitar Macros" to Yes.

Save the style, using the convention of putting an exclamation (!) somewhere in the name to indicate that it is an intelligent guitar style.

Guitar Macro Notes


THE MACRO NOTES BELOW PLAY A GUITAR CHORD
A6= full chord, back strum- half step above
G6= full chord, back strum
F6= full chord, back strum- half step below
E6= Plays a full chord (like note C6), but omits the root
D6=Full chord. faster strum
C6=Full chord, slower strum
THE MACRO NOTES BELOW PLAY A SINGLE STRING
G5=high E string.
F5=play G string if no available high E
E5=B string
C5=G string
G4=D string
E4= Plays the 5th or 3rd above the root for fingerpicking
D4= This plays the root of the Chord for the NEXT BEAT of the pattern.
C#4= plays a note a chromatic above the root
C4= root
B4= plays a note a chromatic below the root
G3=5th of chord

Tip: Middle C is C5 or note number 60

The main Guitar Macro notes to use are:

Strummed Chords

C6 note	Plays a guitar chord, with a slow strum.
D6	Plays a guitar chord, with a faster strum.

For example, if you want a simple 4-in-the-bar pattern that plays a slow-fast-slow-fast strumming pattern, play the notes C6 D6 C6 D6 for the pattern.

Additional strumming macros are:

F#6	Back strum, chromatic below.
G6	Back strum.
G#6	Back strum, chromatic above.
A6	Back strum, chromatic above, fast strum.

Single Strings in chord

C4	Plays a single string that is the low root of the chord.
G4, C5, E5	Plays single string (D string, G string, B string).
G5	Plays high E string.
F5	Plays high E string, but if none available will play G string.

Additional notes for fingerpicking, not part of chord

G3	Fifth below the low root of the chord for fingerpicking.
E4	Fifth or 3rd above the low root for fingerpicking.

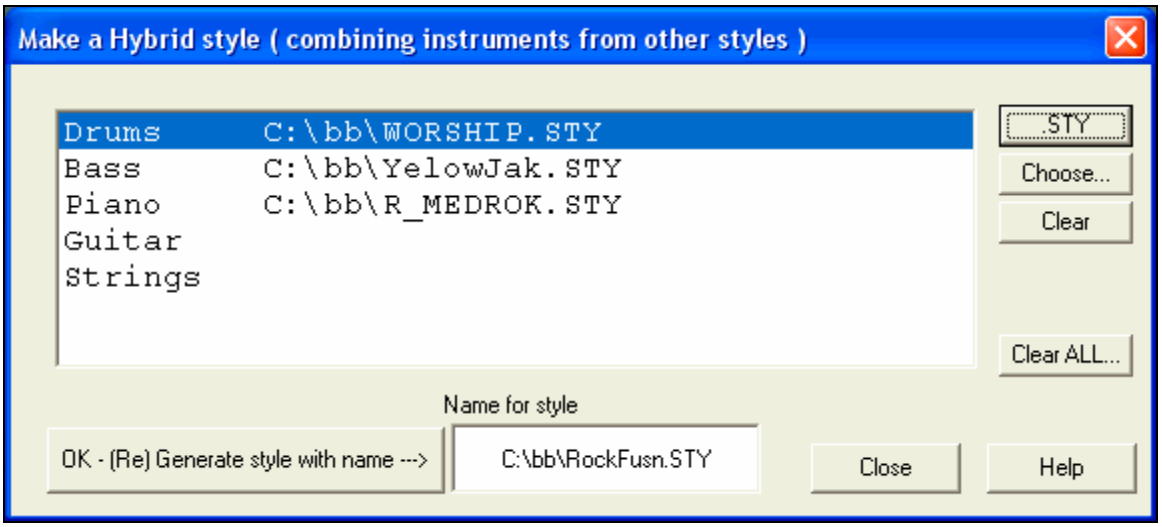
Alternatives to Recording Patterns

It's not always necessary to record every pattern for a style, or any patterns, for that matter. The import features in the StyleMaker make it possible to assemble an entirely new style from existing styles, or to import patterns from favorite MIDI files.

Hybrid Styles

The "Hybrid Styles" feature allows you to play and create a style that has instruments from up to five different styles! You can, for example, play a song with a Reggae bass, Rock drums, Salsa piano, or any combination of up to five styles that you want. Create a name for your hybrid style and you can save it with the song so that it will play that way in the future.

To use the Hybrid Styles feature, choose *Styles* | *Make a Hybrid style* or click on the hybrid [STY] button in the toolbar. You'll then see the **Make a Hybrid style** dialog.



Your hybrid style can be up to five instruments, each from a different style. For example, you can have a Latin drum part, with a Zydeco bass, and Jazz guitar part, and strings from a Classical style!

Select the instrument (e.g. Bass), and then select a style by pressing the [.STY] button. Repeat for up to five instruments.

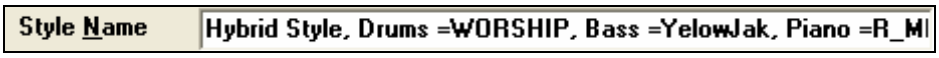
When you're ready to generate the Style, press [OK- (re) Generate style with name ---〉], and choose a name for your style.

Remember that style names in Band-in-a-Box can be a maximum of eight characters, with no spaces! (This is to insure compatibility with Macintosh and previous versions of Band-in-a-Box.)

Press [Play] in Band-in-a-Box and you can hear the results. You can revisit the **Make a Hybrid style** dialog to make any changes.

Editing a Hybrid Style

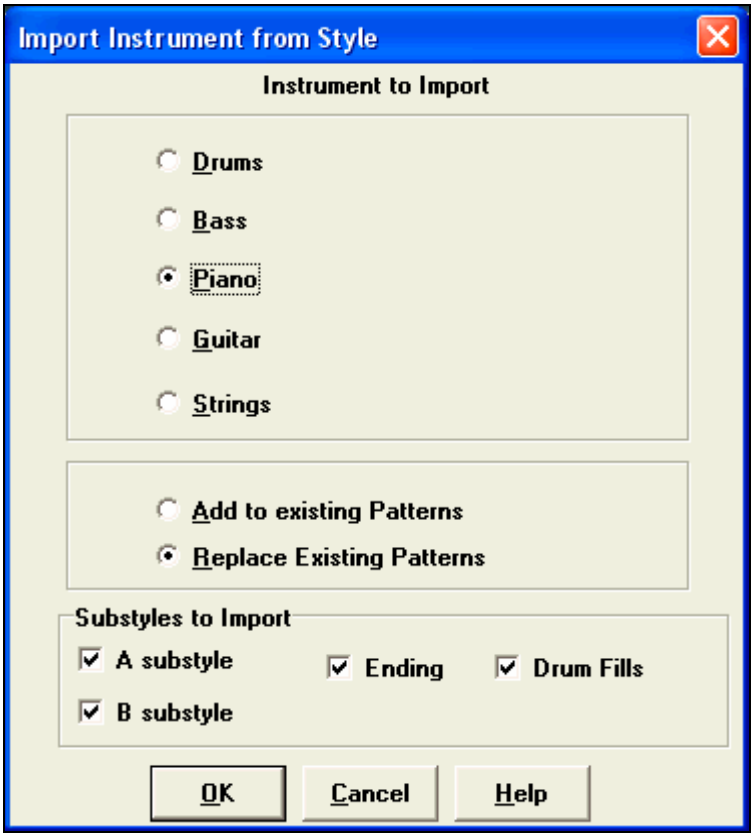
You can edit a hybrid style just like any other style. Open the StyleMaker to view the patterns. In addition, in the StyleMaker, if you press the [Misc] button, you'll see a style memo listing the various styles that made up the hybrid style.



Importing Instruments from Other Styles

This is a great way to have fun with the StyleMaker, and to create great new styles in no time. The dialog is accessed from the *Style* | *Import Instrument* menu item.

Choose the instrument you want to import and select the desired options. Click on [OK] and a standard Windows Open dialog will be launched so you can select any style on your computer as the source for the instrument. Mix and match instruments from different styles to create fresh new arrangements.

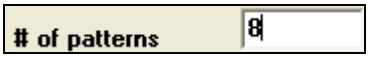


This feature also works well to modify existing styles. Import an instrument from a similar style to make interesting style variations in minutes.

Try some instruments from dissimilar styles for fun and surprises! You can also add parts that were not present in the original style this way.

Importing Patterns from a MIDI file

You can use any MIDI file as a source for new StyleMaker patterns by accessing *Pattern | Import Pattern from MIDI file* menu item. The import # patterns option allows you to import more than one at a time.



In the StyleMaker, when you choose *Pattern | Import from a MIDI File* (or *clipboard* or *Melody track*) the dialog shows a further option at the bottom. For example, if you import 8 patterns, the 8 patterns will be inserted in the first available 8 positions on the current row. They will be offset by the # of beats present on the current row. For example, if you are on the "4 beat" row, the patterns will get inserted offset by 4 beats, so you'd get patterns for each bar in the 8 bars imported.

Map Melody track to C7 Chord

Choose the *Melody | Map Melody track to C7 chord*. The purpose of this function is to allow you to quickly import any MIDI file track into the StyleMaker and make a style from it.

Once you choose the option, you select whether it is a bass track to import, or a piano track (actually any part other than bass or drums). A bass track uses notes below C4 (MIDI note #48) and above the lowest note you select in the dialog.

If you select piano track the notes will all be mapped to a C7 chord, it is not important that the chords on the spreadsheet are correct. However, if you are importing a bass track, it *is* important that the chords are correct. You can select options to allow patterns that are anticipations, and also convert chords to "macro notes." There is full documentation in the online Help.

Slide Pattern X ticks

This is option on the StyleMaker menu allows a pattern to be time shifted any number of ticks, based on a PPQ setting of 120 clock ticks.

Velocity Adjust

This function adds or reduces the velocity of a single pattern, row of patterns, or all patterns in an instrument. It is useful for reducing or increasing the volume of an entire instrument, or fine-tuning the velocities in a style. Choose the menu items Pattern-Velocity Adjust (for 1 pattern, 1 row, or whole instrument) and input the velocity change to make for the pattern(s). This will add or subtract a certain velocity value to the patterns.

Style Checker
Analogous to a "Spell Checker," this function analyzes your style-in-progress and identifies possible problems. The results are output to a text window, allowing you to examine the patterns and fix them if required. It identifies patterns that might be "too busy" or incorrect macro notes etc.
To access the Style Checker, open up the StyleMaker (**Ctrl+F9**), and choose *Style | Style Checker*. You'll then get a text report about the style, listing possible problems with the style. Here is a sample printout:
-----Start of style checking ------JAZQUINT.STY
Drums: Row 1, Column 1 First pattern of instrument shouldn't contain masks in it. It should be generic.
Piano: Row 1, Column 3 Non Chord tones found (other than C, E, G, Bb) and pattern is not set to a chord mask, riff based, or MACRO.
Style Summary
This displays a text window summary of the style, including lots of information about the style such as # patterns, # patterns for each substyle, patches, pushes, volume changes, guitar patterns, and more. To access the style summary, from the StyleMaker, choose *Style | Style Summary*.

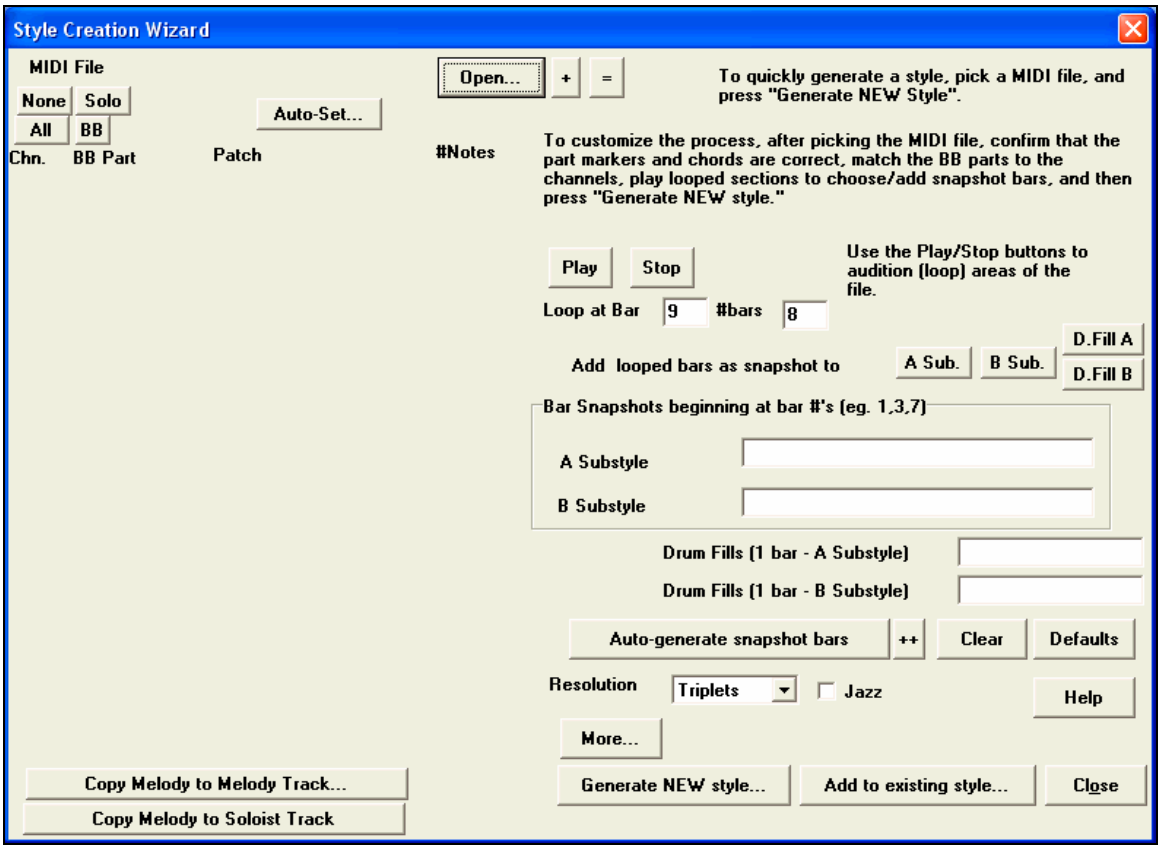
Auto Endings for Styles without Endings

If you've made a style, and haven't included an ending, a 2-bar ending can now be generated automatically, based on the style. This makes it easier to make complete styles using the Style Wizard, which makes a style by analyzing a MIDI file.

Using the MIDI File to Style Wizard

The Style Wizard converts any MIDI file to a Band-in-a-Box style. In this tutorial, we're going to load in the Violet.MID found in the \bb folder and convert it to a style - which we'll call Violet.STY.

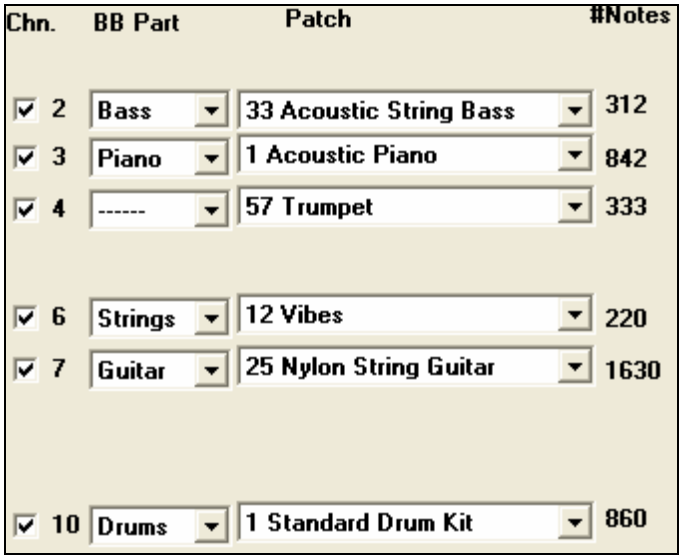
Start with a new song and press the Style Wizard button or choose *Styles | Style Wizard* to launch the Style Wizard.



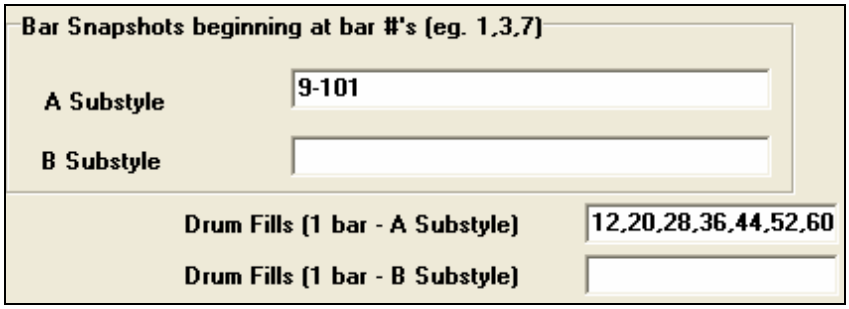
The dialog is largely empty because we haven't chosen a MIDI file yet.

Press the [Open] button and load in the file c:\bb\violet.MID. The Style Wizard then does the following automatically:

- The chords for the MIDI file are interpreted and written on the Chordsheet.
- The "part markers" for the file are displayed on the Chordsheet. For Violet.MID, the Style Wizard has found the correct part markers – by looking for drum fills and other signs of a part change – and has assigned substyle "a" to all of them. We'll change some of them to "b" later.
- The channels used in the MIDI file are displayed in the dialog, with the patches used and # of notes played on each channel. (For Violet.MID you can see that channels 2, 3, 4, 6, 7, and 10 are used.)
- The Style Wizard analyzes the parts and guesses at which Band-in-a-Box part - Bass, Piano, Drums, Guitar, or Strings to use for each track. Band-in-a-Box has correctly assigned 5 instruments – not assigning a part to the Melody.



- The Style Wizard suggests which bars ("snapshots") to include in the style. The suggested bars are bars with all of the "BB Part" instruments.


Bar Snapshots beginning at bar #'s (eg. 1,3,7)
A Substyle
9-101
B Substyle
Drum Fills (1 bar - A Substyle)
12,20,28,36,44,52,60
Drum Fills (1 bar - B Substyle)

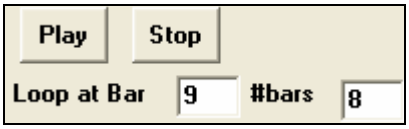
Usually you'll want to customize these snapshot bars to control which bars get included in the "a" or "b" substyle. In the Violet.MID style, the Style Wizard has offered to include Bars 9-101 (inclusive) and wants to put them all on the "a" substyle. Continuing on, we want to make a *great* sounding style, so it is important that we have the following two items correct:

The "BB Parts" have to be correct. We can audition the MIDI file by playing a loop and listening to the MIDI file and muting channels by clicking on the "Channel" checkboxes. From that, we can hear the individual parts and assign them correctly, as we would like them in the style. By playing the MIDI file inside the Style Wizard we can tell which bars to use for the "a" and "b" substyles.

Note: The Style Wizard has entered some of these settings automatically – but you'll have to type in the data as shown.

The Snapshot Bars should be correct for the "a" and "b" substyle. You need to tell the program what bars to use for the "a" substyle and for the "b" substyle. The program makes an attempt to guess at this, but since MIDI files can contain many different substyles (and a Band-in-a-Box style allows only 2), you'll likely want control over these snapshots yourself.

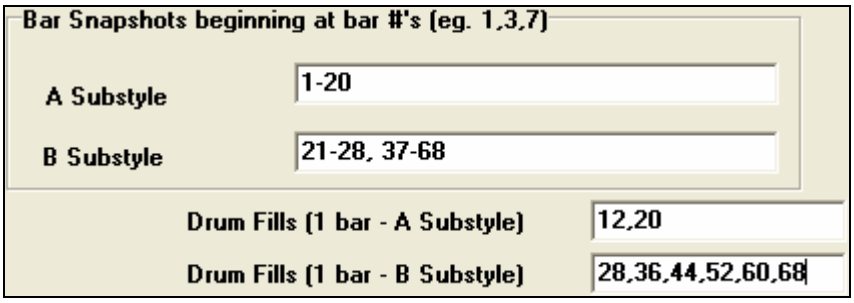
Tip to help you choosing which bars to use:



To listen to the MIDI file, you can either exit the **Style Wizard** dialog and just play the song like any other Band-in-a-Box file, or play a looped section inside the Style Wizard using the [Play], [Stop], and "Loop at Bar" settings.

OK, the Style Wizard has already made the correct settings for the "BB Parts" for us, so we don't need to make any changes there. Let's move to the Snapshots section, and enter the bar numbers that correspond to the substyles that

we'd like for the Jazz tune. After listening to the tune, we notice that there is a "2-feel" Jazz section, and a "4-in-the-bar" section. We want those as "a" and "b" substyles, so we enter the bar #s that correspond to these settings.



In the **Snapshots** area of the Style Wizard:

- Enter "1-20" for the bars for the "A" Substyle.
- Enter "21-28, 37-68" for the "B" Substyle.
- Enter "12, 20" for the "A" Drum Fills.
- Enter "28, 36, 44, 52, 60, and 68" for the "B" Drum Fills.

Note: Of course you don't need to enter this much detail. You could just enter a single range like 1-20 for the "a" substyle and make a quickie style. We're illustrating "advanced" style-generation here.

Press [Generate NEW style…]; choose a name for your style, and the style will be made.

Let's call it Violet.STY. Now to hear your style! You could play the style with any song of course, by loading in a song and then loading in the Violet.STY It is easily available from the **Favorite Styles** dialog (**Shift+F9**).

For this tutorial, load in the song V_TEST.MGU that we made for you. That's a Jazz Swing song using different chords than Violet, and it uses the Violet.STY (So you need to have made that style before you try to play the song or you'll get a "Violet.STY not found" message.)

Save the existing song before loading in the new song. When Band-in-a-Box saves a song that has an entire MIDI file on the Melody or Soloist tracks it gives it a special MGX extension. So you'll be saving the file as Violet.MGX.

Alternatively, if you'd prefer to play the Violet.STY style without loading in another song, you can do it as follows. Since the Violet.MGX file currently has the entire MIDI file on the Melody track the first thing we need to do is Mute the Melody (**Alt+9** or right-click on the Melody part at the top of the screen). The next thing is the Enable the Style, by choosing *Style | Style is Enabled* so that this item has a checkbox.

Auto Endings for Styles without Endings

If you've made a style, and haven't included an ending, a 2-bar ending can be generated automatically, based on the style. This makes it easier to make complete styles using the Style Wizard.
To hear an example, load in the song c:\bb\Tutorial – BB 2005\No Ending.MGU. This song uses NOENDING.STY, a style that doesn't have an ending. An ending will be generated automatically for this style.

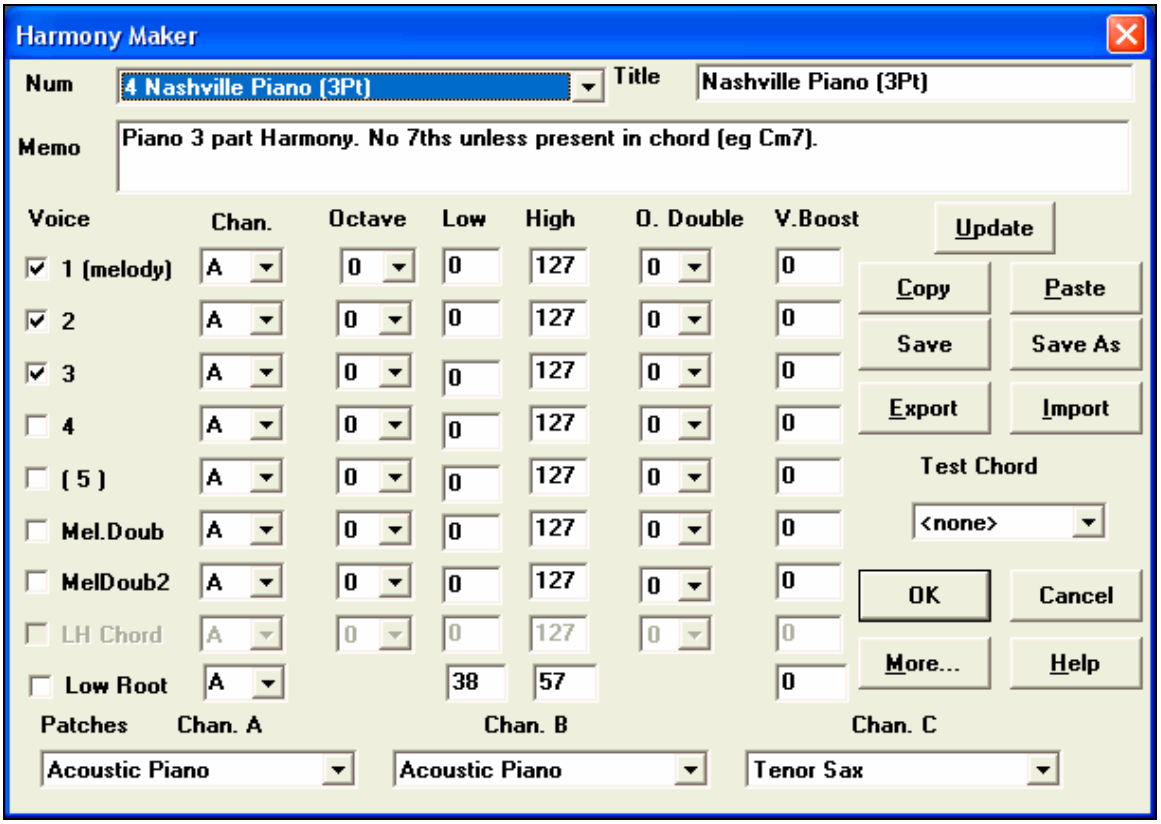
So we've made our first style! In summary, making styles with the Style Wizard is a process involving:

1. **Loading a MIDI file** into the Style Wizard.
2. Listening to the MIDI file by **muting channels** to identify parts.
3. Picking the channels to use for the **BB Parts**.
4. **Picking the snapshot bars** for the "a" and "b" substyle.
5. **Pressing the [Generate NEW style…] button.**

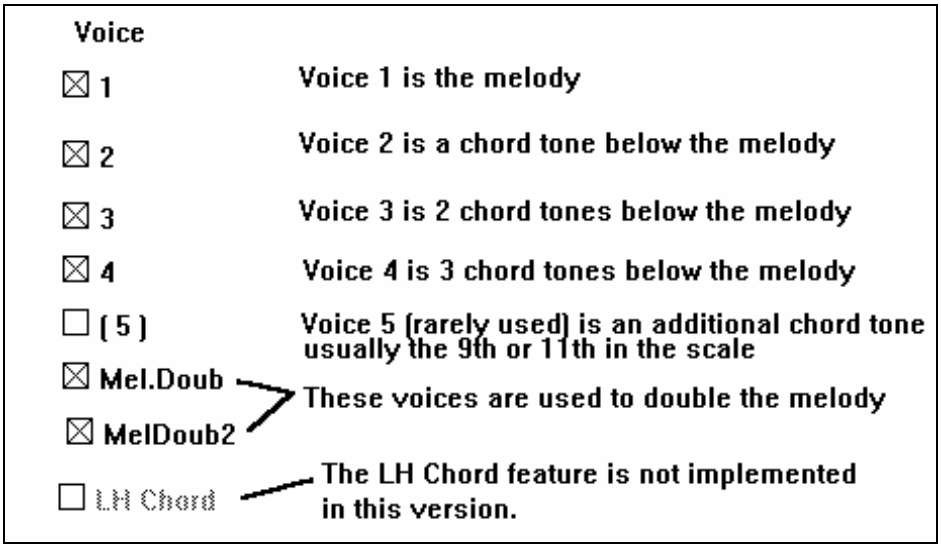
The Harmony Maker

The Harmony Maker allows you to create or edit your own or existing harmonies.

Each harmony can use up to 3 channels.
Harmony Channel A, B, and C. If your harmony only has one instrument, then you will use Channel A for all the voices. If your harmony uses Flute and Bass, then you could use Flute on Channel A and Bass on Channel B.

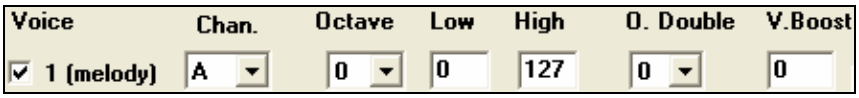


You'll see the voices down the left side of the dialog box.


Voice
1
Voice 1 is the melody
2
Voice 2 is a chord tone below the melody
3
Voice 3 is 2 chord tones below the melody
4
Voice 4 is 3 chord tones below the melody
(5)
Voice 5 (rarely used) is an additional chord tone usually the 9th or 11th in the scale
Mel.Doub
MelDoub2
These voices are used to double the melody
LH Chord
The LH Chord feature is not implemented in this version.

Tip: When you want to hear the harmony as you are developing it, have a song with a melody playing before you enter the Harmony Maker. After you have made changes to the harmony, hear the changes by pressing the [Update] button.

Settings For Each Voice



Chan. A 1-instrument harmony will use Channel A only. Additional instruments can use Channel B and C.

> **Tip:** These channels are set to numbers in the Harmony Channels Dialog box, accessible by selecting the [Harmony] button under the *Opt | MIDI Channels, options…* menu.

Octave This allows the harmony to "drop-down" or "go up" by a number of octaves. This octave change will only happen in a certain range, as chosen in the **LOW, HIGH settings.**

> **Tip:** There is also an *Overall Harmony Octave* setting that changes the octave of the entire harmony setting (accessible by pressing the [More] button).

O. Double (Octave Double) This setting lets you double any voice. Usually you want to do this by doubling an octave below (i.e. octave = -1), but you can set the octave from -2 to +2**.** The doubling will always be on the same channel, if you want a different instrument to double the voice, and then use the Melody Doubling Voices.
V. Boost (Velocity Boost) This allows you to increase or decrease the velocity (loudness) of each voice, to make the voice stand out more or less in the harmony. Default = 0.

The Patches setting at the bottom allows you to assign a patch to the harmony. If you set "No patch," the harmony won't change the patch. This is a useful setting for making a generic harmony that doesn't change the patch of the Melody or Thru channel, for example.

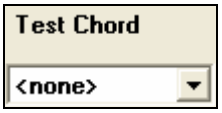
Changes that you make to the harmony settings won't take effect until you press the [Update] button.

You may Copy a Harmony to the clipboard, and then move to a new harmony and Paste the harmony to the new location.

Because the harmony is saved automatically for you, you won't need to ever press these buttons.

All of the 256 harmonies are saved in a single .har file called DEFAULT.HAR. If you have run out of harmonies, you can start a new harmony file by pressing the [Save As] button. For example, if you make a 3rd party disk of add-on harmonies, save it as your name MYNAME.HAR. Then you can load in your bank of harmonies (from the *Harmonies | Edit a Harmonies File*) without disrupting the existing DEFAULT.HAR file.

Each .har file has 256 harmonies, so you probably need only 1 DEFAULT.HAR for all your harmonies. However, if you've made a great harmony and want to give it to a friend, you can export a single harmony as an .h1 file. Your friend can then import this harmony into their own .har file.



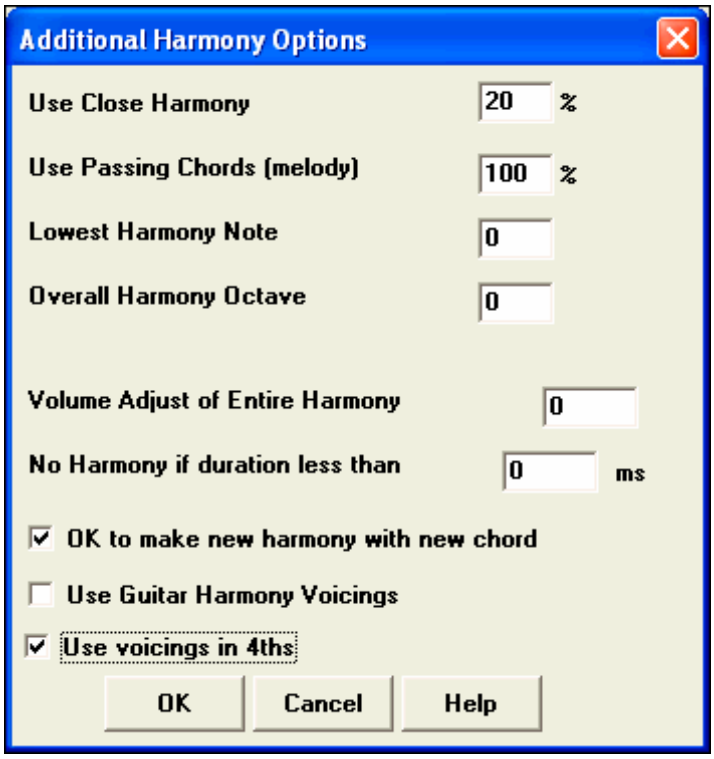
The best way to develop a harmony is to hear it as it's playing. The preferred way to do this is to have a song playing that has a melody in it. Any changes to the harmony will be heard on the melody as soon as you press the [Update] button.

You can also play along as the song is playing, and hear the new harmony on the Thru channel.

If you don't want to have a song playing, and want to hear the harmony, then set the [Test Chord] to a certain chord. If set to CMAJ7, then you can play on the MIDI keyboard (with no song playing) and hear your harmony. This allows you to examine exactly what notes the program is using to make your harmony.

Additional Harmony Options

Press the [More…] button to launch the **Additional Harmony Options** dialog.



Use Close Harmony
This only applies to 2 and 3 part harmonies.
If set to = 0 it will use only close harmonies, mainly 3rds for 2 part harmonies.
If set to = 1 it will use mostly 3rds, with some 6ths for 2 part harmonies.
If set to = 99 it will use mostly 6ths, with some 3rds for 2 part harmonies.
If set to = 100 it will use only wide harmonies, mainly 6ths for 2 part harmonies.
If set to > 2 < 98 it will vary between close and open harmonies.

Use Passing Chords (melody) **DEFAULT = 100 %**
Band-in-a-Box will sort out when to use passing harmonies, based on factors like the duration of the note, the next note, the chord tone, the velocity, previous notes, and other factors. You can visually see when the harmony is using a passing chord. The harmony display is usually blue, but when there is a passing chord, it displays as RED. If you don't want passing chords set this value to 0.

Lowest Harmony Note
You can set a lowest note for the harmony to play. When the melody is low, harmonies begin to sound "muddy," so you can avoid the harmony being played below a certain note.

Overall Harmony Octave
This sets the overall octave of the harmony. For example, in the 5-part Trumpets harmony the harmony is always be played an octave higher than the recorded melody. This is because the 5-part harmony is spread over 2 octaves.

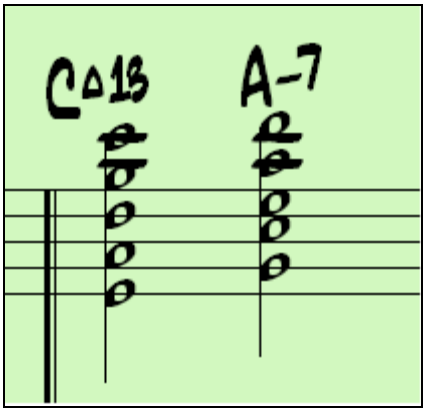
No Harmony if duration less than nn milliseconds
You can specify a harmony to only occur for notes longer than a given duration. If every note is harmonized unrealistic harmonies result, since a piano player doesn't harmonize notes of a short duration. You can specify a harmony to only occur for notes longer than a given duration. Notes shorter than that will not be harmonized. There are also options for how the program "fixes" the harmony when chord changes occur during a sustained note harmony.

OK to make new harmony with new chord
Most harmonies have a feature that changes the pitch of the harmony voices under the Melody note when the chord changes if the underlying voice wouldn't be a chord tone. For some harmonies it would be unrealistic for the instruments to change the inner voicings in this manner. Deselect this option and the voices that conflict with the new chord stop playing instead of changing to new notes.

Use Guitar Harmony Voicings

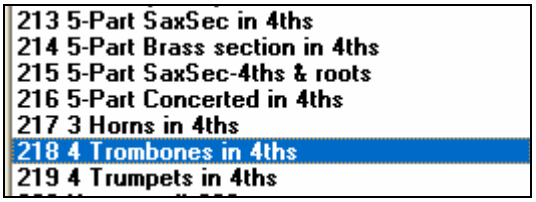
Harmony Maker will use real guitar chord voicings that display correctly on the guitar fretboard. Selecting this checkbox means that guitar chord voicings will be used, instead of any other voicings specified in the Harmony Maker. Check out Harmony #32 (J Pass) for an example of this

Use voicings in 4ths



Modern Jazz harmonies often voice chords in 4ths. For example, a C chord with C melody might be voiced C, G, D, A, E. You can select 4ths voicings easily in Band-in-a-Box to harmonize the Melody, Soloist, or Thru parts using 3, 4, or 5 part voicings in 4ths. We've added presets for these harmonies, so you can easily select them. Use these sophisticated 4ths harmonies on your existing melodies to create a new sound.

Tip: To quickly hear what some of the 4ths harmonies, sound like, look in the c:\bb\ Tutorial - BB 2005 demos folder for pre-made songs with 4ths harmonies.


213 5-Part SaxSec in 4ths
214 5-Part Brass section in 4ths
215 5-Part SaxSec-4ths & roots
216 5-Part Concerted in 4ths
217 3 Horns in 4ths
218 4 Trombones in 4ths
219 4 Trumpets in 4ths

To use the harmonies with any song, choose harmonies in the range 213 to 219. Each of these is a harmony using 4ths. For example, Harmony 218 uses 4 trombones in 4ths.

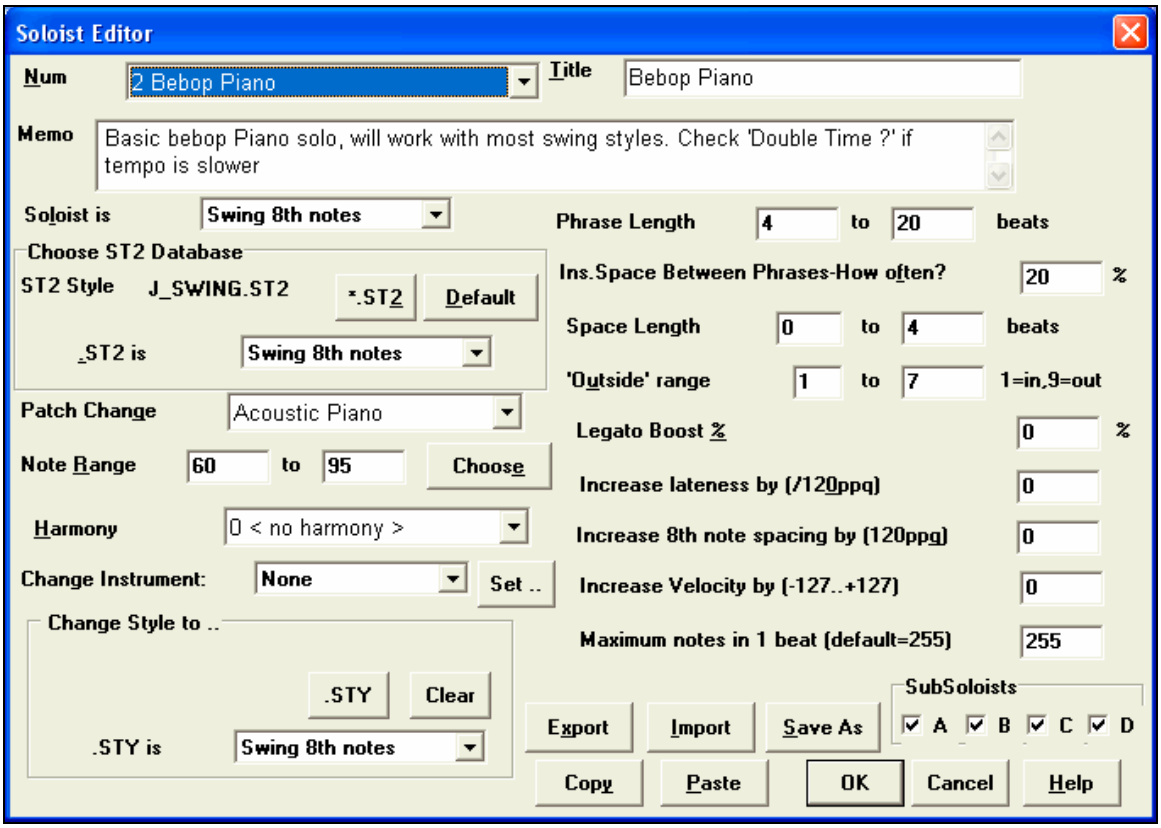
To make your own harmony using 4ths for the harmonies, enter the Harmony Maker, press the [More] button, and select the "Use Voicing in 4ths" checkbox.

Then the harmonies will be voiced in 4ths. You can make a 2, 3, 4, or 5 part harmony (+ melody doubling, + low root note).

The Soloist Maker

This module allows you to define your own soloists.
Access the Soloist Maker by pressing the Soloist Maker [Edit] button within the Select Soloist dialog.

The Soloist Maker allows you to define the parameters essential to a particular soloist's playing, such as instrument range (i.e. tenor saxophone), extra legato playing, playing more on top of the beat, and playing straighter 8th notes than usual swing 8th notes. Phrasing options include how long the phrases should be and how much "space" to leave between phrases. You can also set how "outside" the playing should be.



10 easy steps to make a Soloist

1. Bring up the Soloist window by pressing the [Soloist] Button.
2. Select a blank spot in your list of soloists and press the [Edit] button.
3. Insert the title of your soloist and any memo note you wish to add. The Num field will be filled in for you. Call this one *Bebop Saxophone*. The memo might say, "extra legato, straighter 8th notes, on top of the beat."
4. Choose the type of soloist (i.e. swing 8th notes, straight 8th notes, 16th notes, etc.) This should be set to Swing 8ths.
5. Press the [Choose] button to select the instrument the soloist should play (i.e. Tenor Saxophone).

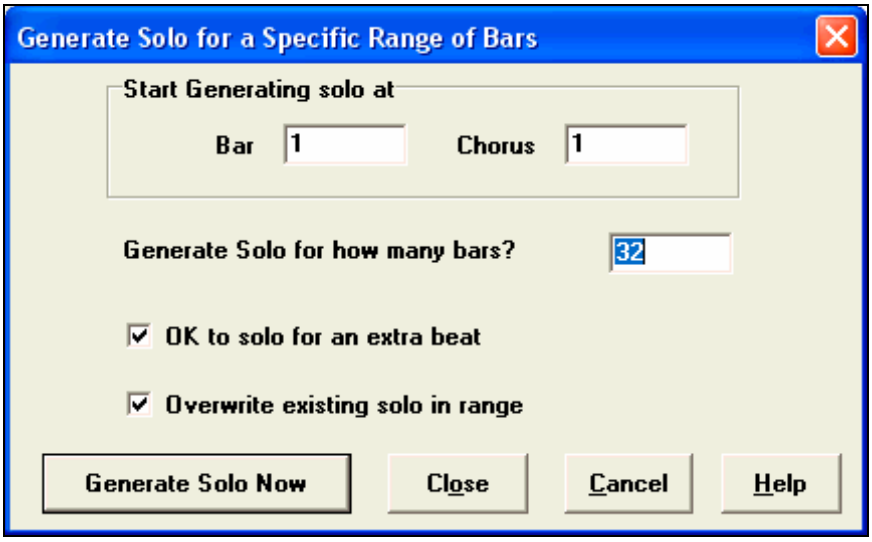
> **Tip:** You may also select an instrument from the Patch Change window, but selecting an instrument with the [Choose] button will also fill in the note range information specific to that instrument. You'll notice that the correct range for tenor saxophone has been filled in to the Note Range settings.

6. Modify (if required) the phrase length, space length, and outside range parameters.
7. Change the Legato Boost to 10 %. This will add 10% to the duration of the notes. Press the [Help] button in the Soloist Editor window if you require additional details.
8. Adjust the Lateness by -5. This will play the notes more "on the beat" than other Jazz soloists.
9. Adjust the 8th Note Spacing by -5. This will play the 8th notes in a more even feel than other Jazz soloists.
10. Press [OK], and you're done. Then, give the program a few moments to load its "knowledge base" of solo ideas and new parameters, and a few moments more to analyze the chords. Playback will begin automatically as soon as the Soloist has performed the operations mentioned above.

Custom Solo Generation

It is possible to generate and regenerate *parts* of the solo, so that you can redo any part of the solo that you don't like.

This button in the Select Soloist Dialog launches the **Generate Solo for a Specific Range of Bars** dialog.



Tip: You can have these values preset to the values you'd like by first selecting the range of bars that you'd like from the Spreadsheet screen, and then clicking on the [Soloist] button.

OK to solo for an extra beat
Usually, Soloists end a little after a bar's end – they play a couple of extra notes, spilling over to the next bar. Selecting this option the gives Band-in-a-Box soloist this ability also.

Overwrite existing solo in range
If you want to "overdub" a solo and have multiple solo tracks going at once, deselect this checkbox, and avoid getting a little messy.

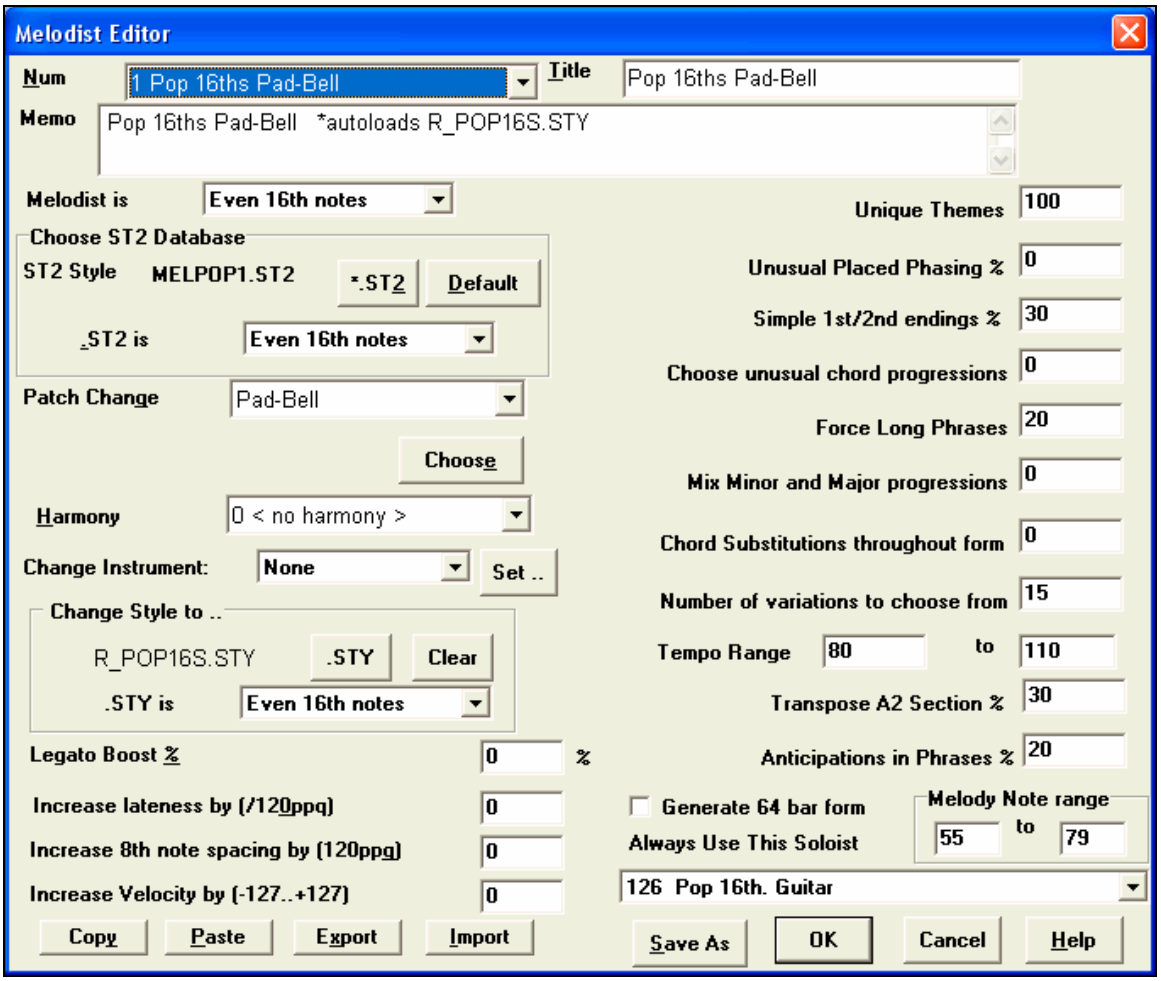
Generate Solo Now
Once you press this button, the portion of the solo that you have selected will be generated. The song will start playing two bars before the new part, so you can quickly hear the new solo. Remember that the custom solo generation can be used with different soloists, so you can use a "tenor sax jazz" soloist for a few bars, and then insert a custom "bluegrass banjo" soloist for four bars and so on.

Tip: Band-in-a-Box even solos over the "slash chords." The Band-in-a-Box Soloist feature analyzes slash chords like C/Bb to determine the best scale type to use (e.g. Bb Lydian). There's nothing you need to do, as this happens automatically!

The Melodist Maker

This module lets you define or edit your own Melodists.

Press the Melodist Maker [Edit] button from the Select Melodist dialog to launch the **Melodist Editor**.



Num

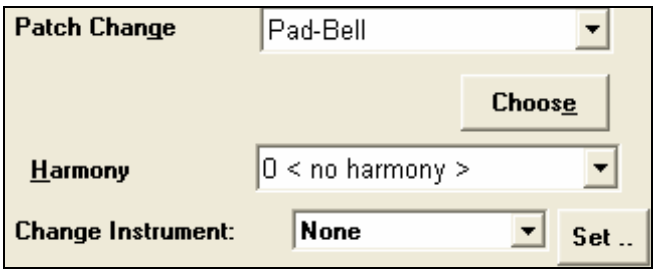
The **Num** selection box allows you to select the Melodist that you'd like to edit.

The top area of the Melodist Maker screen also allows you to set the **Title** of the Melodist and supply a **Memo**.

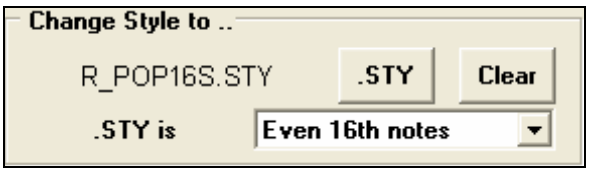
Choose ST2 Database

Select the associated ST2 database for the Melodist. Some ST2 Melodist databases are MEL1.ST2=Jazz Swing (8th notes), MELPOP1.ST2 (Pop Ballads, 16th notes), MELWLZ1.ST2 (Waltzes, 8th notes), and MELROK1.ST2 (Rock, 8th notes).

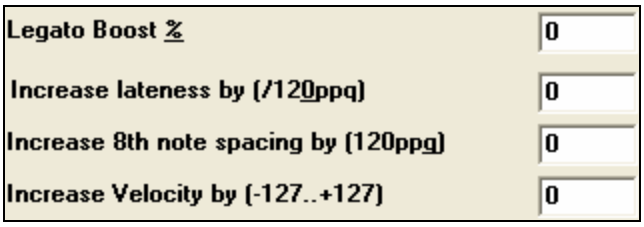
> **Tip:** Soloist databases also have extensions of ST2, but they are not compatible with Melodists. Melodist databases are easily identified, they all begin with MEL.



The **Patch Change** area allows you to select an instrument and **Harmony**, and to set **Change Instrument** setting for when you would like to change to a new Melody patch (e.g. Each Chorus).



In the **Change Style to ..** window you can choose a style for the Melodist, and specify the feel for the style in the **.STY is** box.



Legato Boost % changes the legato (length) of the notes generated. Instruments like Saxophone have longer legato phrasing.

Increase lateness by (/120ppq) refers to how much after the beat the notes are played. This is normally left at zero for Melodists.

Increase 8th note spacing by (/120ppq) is usually left at zero (0). If set to a nonzero value, the 8th notes will be farther apart (based on units of 120 PPQ).

The rest of the settings in the Melodist Maker allow you to select options that control what type of melody will be generated.

Unique Themes

This is normally left at 100%. But if you want to force the Melodist to stick with the same theme throughout the song, set this to a lower value (say 80%). It shouldn't be set much lower than 80. Default = 100.

Unusual Placed Phrasing

The Melodist tries to make phrases that are appropriate for the position in the song. For example, the first 2 bars of the melody are appropriate for "opening phrases." But if you want to experiment with phrases that don't follow these rules, set the Unusual Placed Phrasing to a value higher than 0%. Default = 0.

Simple 1st and 2nd Endings

This setting only applies to Melodists that are using the Jazz Swing (MEL1.ST2) or Waltz (MELWLZ1.ST2) databases. This determines the % of time that endings of the A sections (in AABA forms) will be simple endings (1 or 2 notes) instead of complete phrases. Usually AABA tunes end with simple phrases at the end of the A section. Default = 80%.

Choose Unusual Chord Progressions

If set to a value other than zero, the Melodist will generate atypical chord progressions. For example, instead of a Dm7 | G7 | Cmaj7, the Melodist might generate Dm7 | Db7 | Cmaj7 Am7. Default = 0.

Force Long Phrases

This determines the % of time that the Melodist will try to generate long phrases (4 bars or more). The downside to setting it higher than 20 will be a loss of uniqueness in the phrases generated. The setting shouldn't be set much higher than 20. Default = 20.

Mix Minor and Major Chord Progressions

Typical major key chord progressions have progressions like (in the key of C) Dm7 | G7 | Cmaj7, whereas in the key of Am, they would be |Bm7b5| E7 |Am6. This setting determines how much the two types of progressions should be mixed in a single song. Default = 0.

Chord Substitutions Throughout the Form

Normally an AABA song has identical chords for each A section. If this setting is greater than zero, the Melodist will generate chord substitutions throughout the various A sections, while preserving the identical melodies! Default = 0.

Number of Variations to Choose From
As the Melodist is determining what type of phrase to generate, it will narrow the possibilities to the number of variations set in this variable. Setting a higher number results in more interesting melodies, but the chord progressions are more unusual. Default = 15.

Tempo Range / Auto Tempo
The Tempo Range setting determines the tempo range that the tune will be created with (it will be a random tempo in the range). The Auto Tempo setting must be set on the Melodist Selection screen for the tempo range to work. Default from 110 to 180 bpm.

Transpose A2 Section
In songs with an AABA form, it is common for the second "A" section to be transposed. Some Melodists are set to transpose the A2 sections. This setting determines the % chance that the song will be generated with a transpose. The song will only get transposed if the A2 transpose setting isn't set to "none" on the Melodist selection screen. Default = 30.

Anticipations in Phrases
Melodic phrases often begin a little before the beat. This is referred to as anticipation. This setting determines what % of the phrases will be anticipated. Default = 20.

Always Use this Soloist
Since Melodists can also generate Solos, a specific Soloist can be set in this setting. If set to "0 - no Soloist" the program will intelligently pick a Soloist.

Melodists can be copied and pasted to make new Melodists that are variations of each other.

You can export (save) and import (load) individual as Melodists.M1 files. This would be useful if you wanted to send a Melodist to a friend, for example.

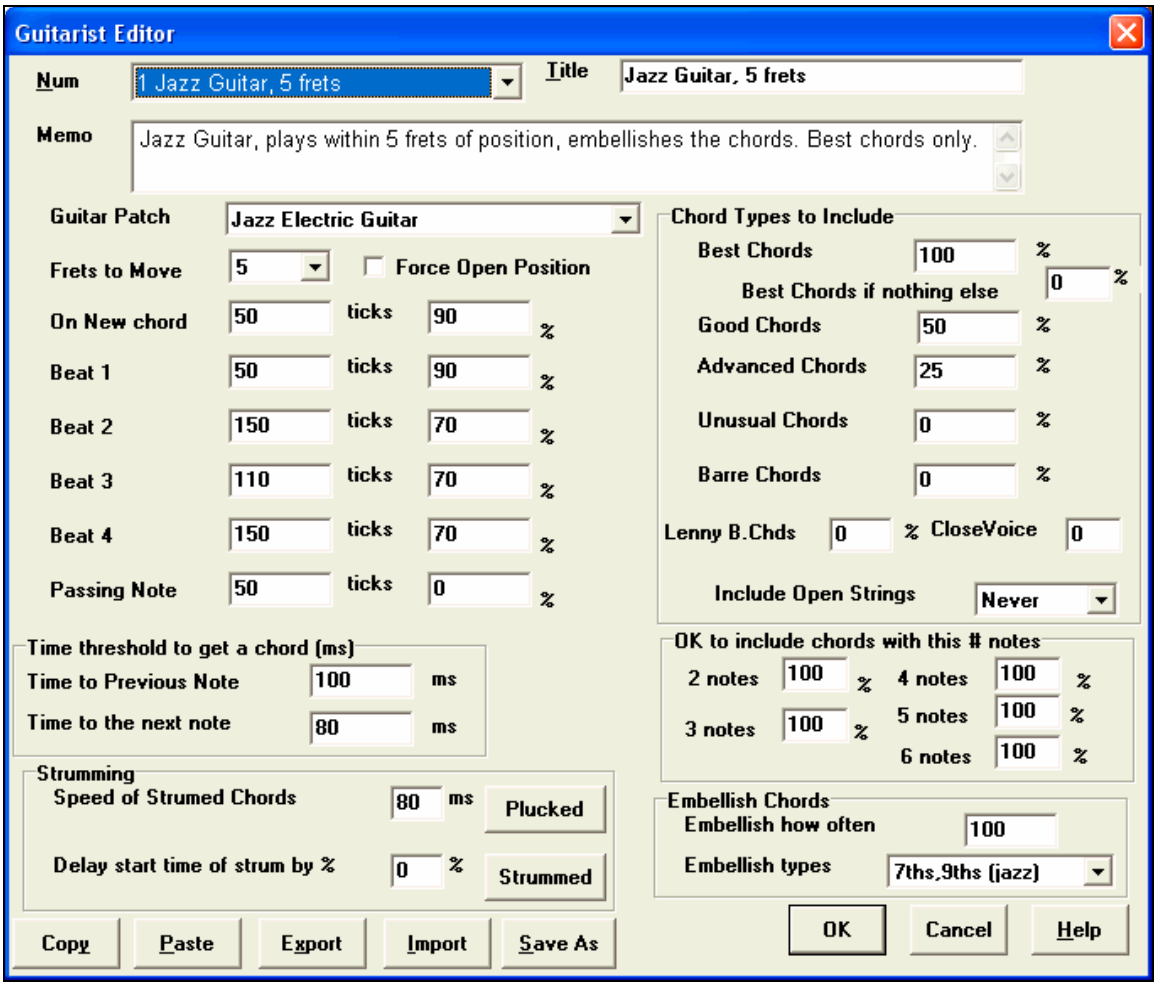
The entire Melodist file, with up to 256 Melodists, can be saved to a .MEL file. The usual file is DEFAULT.MEL.

The DEFAULT.MEL file is saved every time the OK button is pressed, so you don't need to explicitly save this file by the [Save As] button unless you want to save alternate .MEL files and go beyond 256 Melodists.

The Guitarist Maker

Band-in-a-Box will intelligently arrange any melody to a guitar chord solo by inserting real guitar voicings throughout the piece. There are many preloaded Guitarists to choose from, or you can customize existing Guitarists' settings or make your own Guitarists from scratch in the Guitarist Maker.

The Guitarist Maker is accessed from the Guitarist window. Click on the [Ch Sol…] button to open the Generate Guitar Chord Solo dialog, and then press the Guitarist Maker [Edit…] button to launch the Guitarist Editor.



Num Select the Guitarist from this field.

Title Title the Guitarist.

Memo This field allows a 100-character memo about the Guitarist.

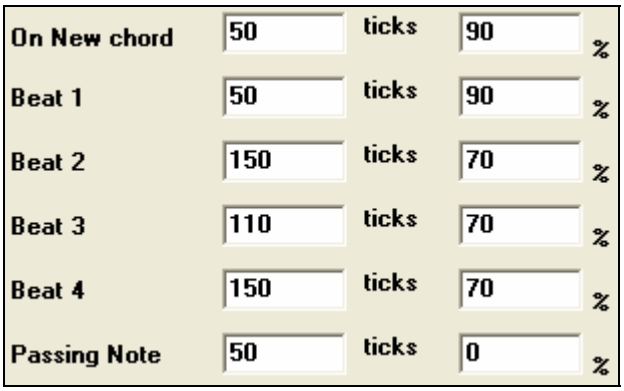
Guitar Patch Select the guitar patch in this field.

Frets To Move If set to zero, the guitar chord solo will be limited to chords that can be played within the current position. If set to 5 (for example), the chords will be limited to chords that can be played within the current position and up to 5 frets away from the current position.

Force Open Position

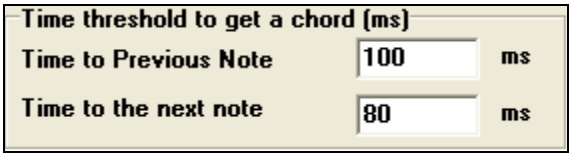
This option forces all of the guitar voicings to the open position. The exception is when the Melody notes are so high that they can't be played using open position voicings. If the Melody is in a high range, and you want a "forced open position" you should likely transpose the Melody to a lower octave prior to generating the solo.

The settings for Note Duration thresholds to get a chord refer to how long a note must be before a chord will be generated. (Quarter note = 120 ticks.)



Looking at the settings above these would be interpreted as follows:

- If a note occurs and it is the "First Note of a New Chord" and the note is not followed by another note for at least 50 ticks (120 ticks = 1 quarter note), then a chord will get voiced 90% of the time.
- If a note occurs (not the first note of a chord), that is on "Beat 1 of a bar," and the note is not followed by another note for at least 50 ticks (120 ticks = 1 quarter note) then a chord will get voiced 90% of the time.
- Similar interpretations for notes occurring on "Beat 2, 3 and 4." You can see that the threshold is higher for notes on beat 2 and 4, which is how a guitar player makes chord solos.
- "Passing notes" are defined as short duration notes that aren't on the beat, and are followed by a note that is on the beat. In this example, passing notes will never be voiced as chords since the tick threshold is set to zero.



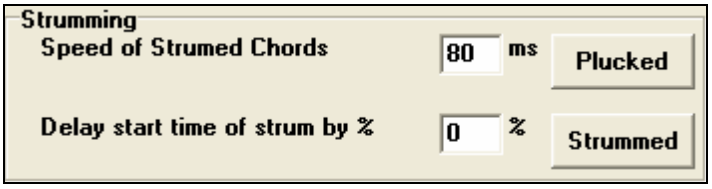
A further threshold is applied to the possibility that a note is voiced to a chord. These are defined as durations in milliseconds. In the settings shown, if the note occurs less than 100ms (Time to Previous Note) after the previous note, the note will not be voiced as a chord.

If the note is followed by another note within 80ms (Time to the next note), the note will not be voiced as a chord.

Strumming Settings

If the Guitar Chord is all played at the same time, it will sound as if it was plucked. Guitar playing is more typically a strum.

Speed of the strum



If the setting is 80ms, then the guitar chord will be "strummed" over a period of 80milliseconds.

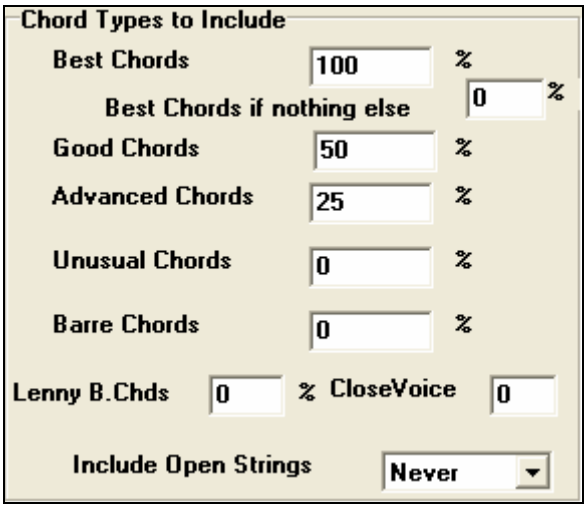
Delay start time of strum by %

If the Delay start time is left at zero, the strum will end at the original time of the melody note. If you set it to 50% delay, the strum will be in its midpoint at the original start time of the Melody note, while if it's set to 100%, the strum won't start till the time of the original note. The most musical setting is about 50% delay. A delay of 0% also sounds good, and has the added advantage that it doesn't shift the actual time of the Melody note (relevant if you keep regenerating the solo on the Melody track).

Plucked / Strummed

Pressing these buttons will set the settings to preset values.

Chord Types to Include



You can decide which types of chords should be included in the chord solo.

Best Chords	The most commonly played chords by pro guitarists.
Good chords	Popular alternate chords.
Advanced chords	Chords that are difficult to play, advanced voicings.
Unusual chords	Voicings that should be avoided in most cases but have some uses.
Barre chords	Chords that require the index finger to be played in a Barre position.
Include Open Strings (Never/ Sometimes/ Favor)	If set to Never, no chords that require and open string will be played. If set to Favor, it will play open strings whenever possible. Sometimes is a "middle ground" setting.

Include Chords with this # of Notes

You can select the # of notes for chords to be included in the chord solo. In the example above, chords with 2-6 notes will be included.

Embellish Chords

Embellish how often: Allows you to specify the frequency of embellishment.

Embellishment type: Allows setting of the types of embellishments to do.

- Pop Guitarists should be set to use 9ths only. This will change C7 chords to C9 and Cm7 to Cm9.
- The "7ths/9ths" setting should be used for Jazz. This adds the embellishments of C to Cmaj7 and Cm to Cm7.
- The "7/9/11/13" embellishment should be used for "Advanced Jazz" Guitarists add 11ths and 13ths voicings.

If you make changes to the Guitarist settings, you need to manually save them by pressing the [Save As] button and then finding the \bb home directory and saving the file as DEFAULT.GIT.

Individual Guitarists can be copied, pasted, exported, or imported to/from disk.

Chapter 12: Tutors and Wizards

Vocal Wizard

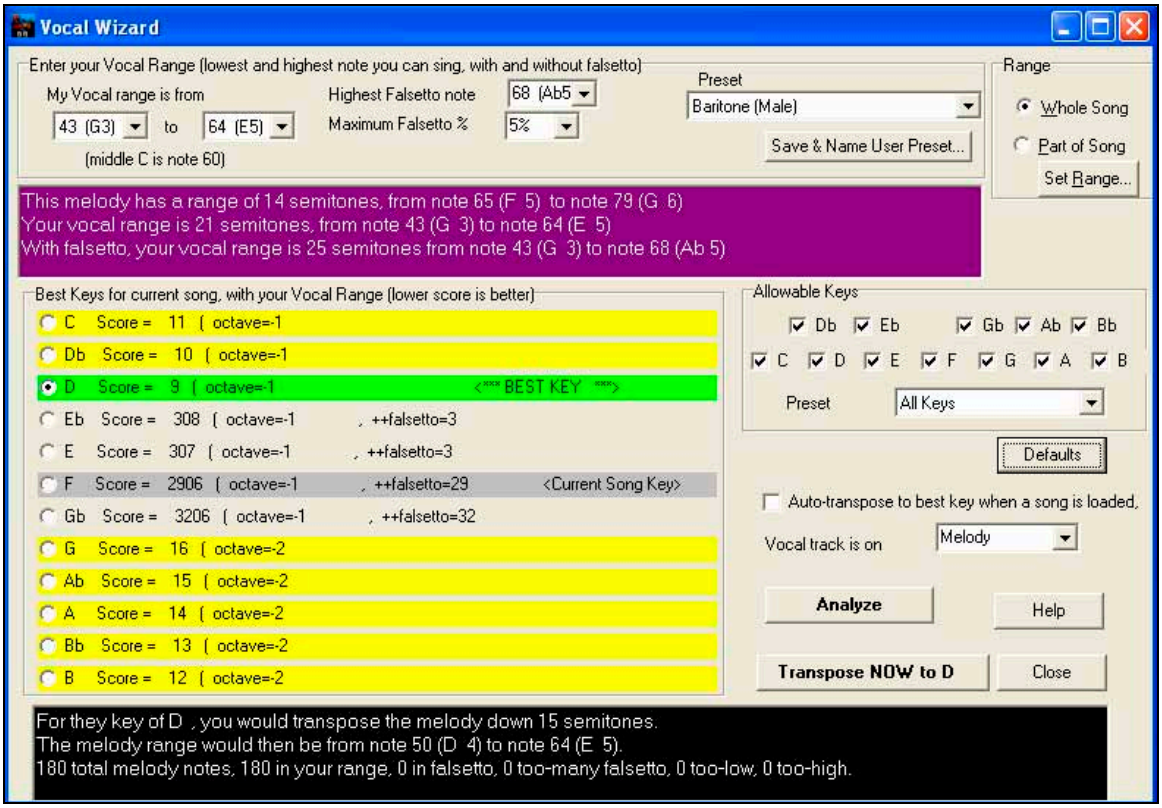
The "Vocal Wizard" displays the best song keys for your vocal range!

This feature helps you choose the best song key for your vocal range. Open the Vocal Wizard, enter your vocal type (baritone, tenor, etc.), or choose a custom range. Then the wizard analyzes the song and recommends the best keys for that song. Options available to "include/exclude falsetto range," "restrict choices to these keys […]," and "transpose now."

Before we enter the **Vocal Wizard**, we're going to load in the song *Old Folks at Home* (present in the c:\bb\Tutorial - BB 2005 folder). The song *Old Folks at Home* is in the key of F, we'll use the Vocal Wizard to find the best key for a baritone.

To enter the **Vocal Wizard**, choose the menu item *Window* | *Vocal Wizard*, or press the Vocal Wizard button on the toolbar. This launches the Vocal Wizard.

Here's the dialog that you see when you enter the **Vocal Wizard**.

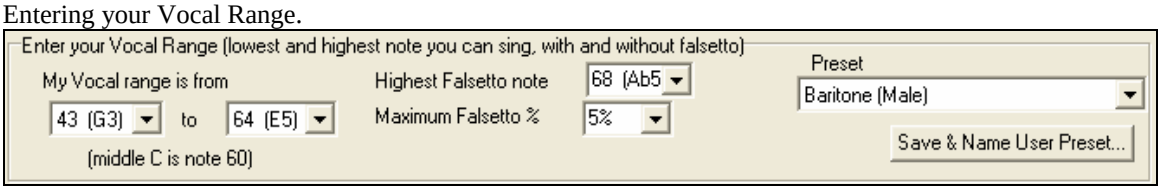

Vocal Wizard
Enter your Vocal Range (lowest and highest note you can sing, with and without falsetto)
My Vocal range is from
43 (G3)
to
64 (E5)
(middle C is note 60)
Highest Falsetto note
68 (Ab5
Maximum Falsetto %
5%
Preset
Baritone (Male)
Save & Name User Preset...
Range
Whole Song
Part of Song
Set Range...
This melody has a range of 14 semitones, from note 65 (F 5) to note 79 (G 6)
Your vocal range is 21 semitones, from note 43 (G 3) to note 64 (E 5)
With falsetto, your vocal range is 25 semitones from note 43 (G 3) to note 68 (Ab 5)
Best Keys for current song, with your Vocal Range (lower score is better)
C Score = 11 (octave=-1
Db Score = 10 (octave=-1
D Score = 9 (octave=-1 <*** BEST KEY ***>
Eb Score = 308 (octave=-1 , ++falsetto=3
E Score = 307 (octave=-1 , ++falsetto=3
F Score = 2906 (octave=-1 , ++falsetto=29 <Current Song Key>
Gb Score = 3206 (octave=-1 , ++falsetto=32
G Score = 16 (octave=-2
Ab Score = 15 (octave=-2
A Score = 14 (octave=-2
Bb Score = 13 (octave=-2
B Score = 12 (octave=-2
Allowable Keys
Db Eb Gb Ab Bb
C D E F G A B
Preset
All Keys
Defaults
Auto-transpose to best key when a song is loaded,
Vocal track is on
Melody
Analyze
Help
Transpose NOW to D
Close
For they key of D , you would transpose the melody down 15 semitones.
The melody range would then be from note 50 (D 4) to note 64 (E 5).
180 total melody notes, 180 in your range, 0 in falsetto, 0 too-many falsetto, 0 too-low, 0 too-high.

You can see from the screenshot that the Vocal Wizard has picked the key of D (colored green) as the best key for the song, using the baritone vocal range. Other recommended keys are colored yellow. Un-recommended keys are colored grey, and include the current key of the song (F).

Let's explore the areas of the **Vocal Wizard** screen.

There are 4 areas that require your input.

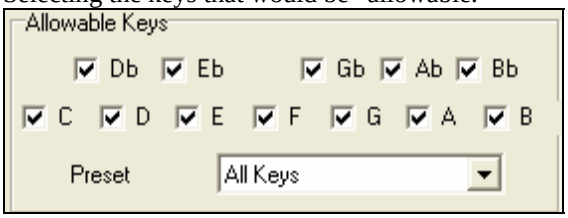
1. Entering your Vocal Range.



Here you enter your "comfortable" vocal range, from lowest note to highest note. If you can sing falsetto, you can also enter the highest falsetto note, and the % of falsetto notes that would be acceptable as falsetto notes.

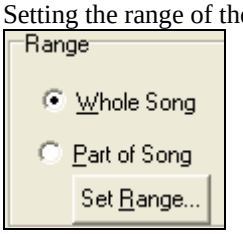
You can also select a preset (like Baritone Male or Contralto Female). Or you can select one of 8 "User Preset slots" to enter and save a custom range (if you press the [Save & Name User Preset] button)

2. Selecting the keys that would be "allowable."



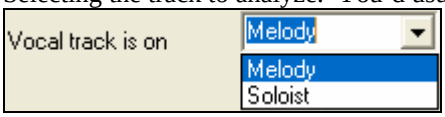
Most musicians have favorite keys, so this area allows selection of keys that would be acceptable for the Vocal Wizard to choose. For example, if we choose "Jazz" keys, we'll see that the Vocal Wizard now recommends the key of C instead of D.

3. Setting the range of the song to analyze (usually the whole song).



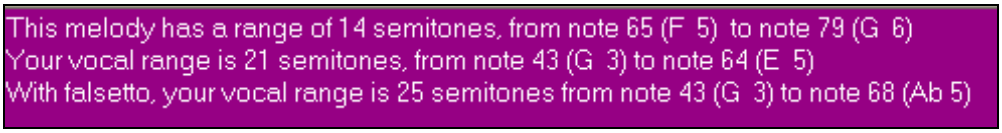
Normally you'd want to analyze the whole song, but this allows you to select a partial range.

4. Selecting the track to analyze. You'd usually pick the Melody track, but can also choose the Soloist track.

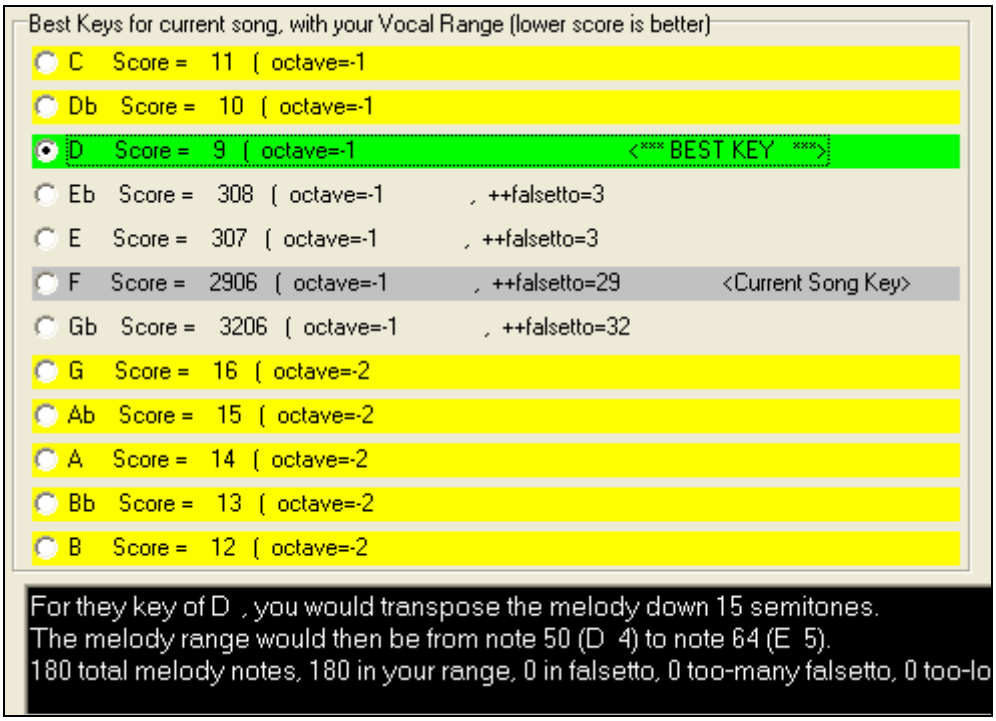


You can then analyze the Melody by pressing the [Analyze] button. Most functions automatically re-analyze the song, but pressing the [Analyze] button forces a re-analysis of the song. This displays the analysis of the song.

1. A purple area describes the current range of the song, low note to high note, and compares it to your vocal range.

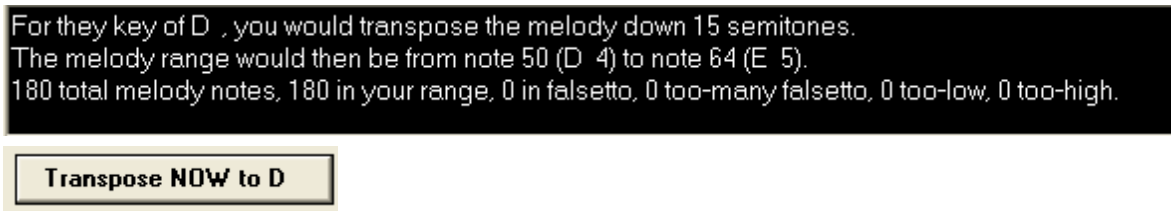

This melody has a range of 14 semitones, from note 65 (F 5) to note 79 (G 6)
Your vocal range is 21 semitones, from note 43 (G 3) to note 64 (E 5)
With falsetto, your vocal range is 25 semitones from note 43 (G 3) to note 68 (Ab 5)

2. The radio buttons show each of the 12 semitone keys, and show a score for each key. The lowest score is the best. Keys are also colored – green (best key), yellow (good key), and grey (bad key for the song).


Best Keys for current song, with your Vocal Range (lower score is better)
C Score = 11 (octave=-1
Db Score = 10 (octave=-1
D Score = 9 (octave=-1 <*** BEST KEY ***>
Eb Score = 308 (octave=-1 , ++falsetto=3
E Score = 307 (octave=-1 , ++falsetto=3
F Score = 2906 (octave=-1 , ++falsetto=29 <Current Song Key>
Gb Score = 3206 (octave=-1 , ++falsetto=32
G Score = 16 (octave=-2
Ab Score = 15 (octave=-2
A Score = 14 (octave=-2
Bb Score = 13 (octave=-2
B Score = 12 (octave=-2
For they key of D , you would transpose the melody down 15 semitones.
The melody range would then be from note 50 (D 4) to note 64 (E 5).
180 total melody notes, 180 in your range, 0 in falsetto, 0 too-many falsetto, 0 too-lo

In the example *Old Folks at Home*, you can see that D is the best key ("green"), but any of the keys from G to Db are also good keys in the selected vocal range.

The area in black at the bottom gives an analysis of the vocal range if the song was transposed to the chosen key.


For they key of D , you would transpose the melody down 15 semitones.
The melody range would then be from note 50 (D 4) to note 64 (E 5).
180 total melody notes, 180 in your range, 0 in falsetto, 0 too-many falsetto, 0 too-low, 0 too-high.

Now that the Vocal Wizard has told us the best key for this song, we can either close the dialog, or transpose it now to the recommended key (or any other key that we have selected with the radio buttons.

The Vocal Wizard can also work in an automatic mode, transposing a song to the best key as soon as it is loaded, without having to visit the **Vocal Wizard** dialog. This is done by checking the "Auto-transpose" checkbox. By doing this, you can insure that any song you load will be in the best key for your vocalist! And if the key isn't deemed to be ideal, just visit the Vocal Wizard to see an analysis of the ranges to pick an alternate key.

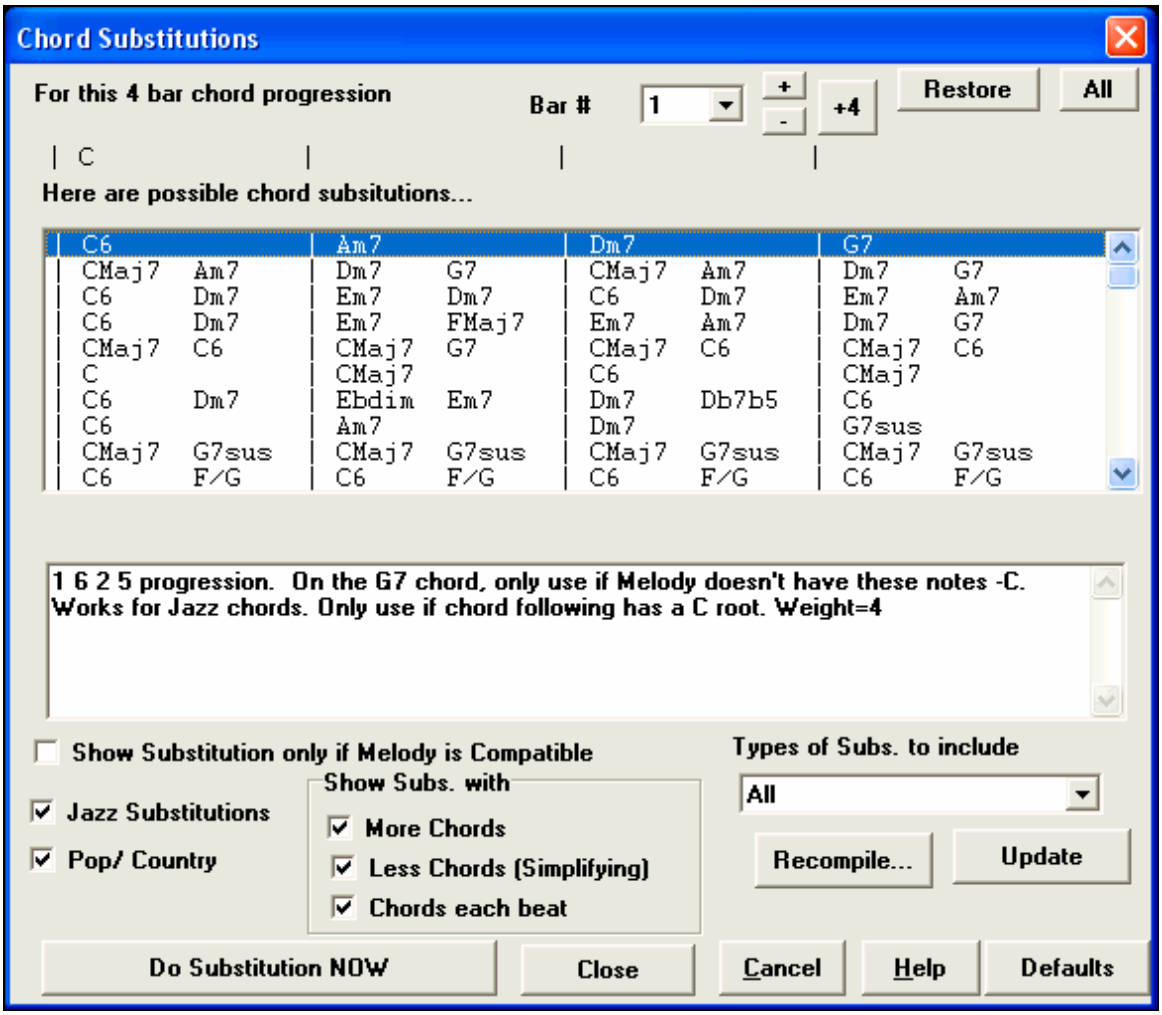
Chord Substitution Wizard

Reharmonizing a song with the Chord Substitution Wizard is a fun and educational way to perform or practice a familiar song in a brand new way. For example, if you had chords such as "Dm7 G7 Cmaj7," a list of substitutions including the tritone substitution "Dm7 Db7b5 Cmaj7" would be offered to you for use in your song.

There are 2 ways to get chord substitutions

1. Let Band-in-a-Box show you a list of possible substitutions to pick from yourself by accessing *Window* | *Chord Substitution Dialog* menu item.
2. Let Band-in-a-Box pick them automatically by accessing *Window* | *Auto-Generate Chord Substitutions* menu item.

Chord Substitution Dialog


Chord Substitutions
For this 4 bar chord progression
Bar #
1
+
-
+4
Restore
All
| C | | | |
Here are possible chord subsitutions...
C6 Am7 Dm7 G7
CMaj7 Am7 Dm7 G7 CMaj7 Am7 Dm7 G7
C6 Dm7 Em7 Dm7 C6 Dm7 Em7 Am7
C6 Dm7 Em7 FMaj7 Em7 Am7 Dm7 G7
CMaj7 C6 CMaj7 G7 CMaj7 C6 CMaj7 C6
C CMaj7 C6 CMaj7
C6 Dm7 Ebdim Em7 Dm7 Db7b5 C6
C6 Am7 Dm7 G7sus
CMaj7 G7sus CMaj7 G7sus CMaj7 G7sus CMaj7 G7sus
C6 F/G C6 F/G C6 F/G C6 F/G
1 6 2 5 progression. On the G7 chord, only use if Melody doesn't have these notes -C.
Works for Jazz chords. Only use if chord following has a C root. Weight=4
Show Substitution only if Melody is Compatible
Types of Subs. to include
All
Jazz Substitutions
Pop/ Country
Show Subs. with
More Chords
Less Chords (Simplifying)
Chords each beat
Recompile...
Update
Do Substitution NOW
Close
Cancel
Help
Defaults

This dialog depends on what chords were present at the bar that was currently highlighted. This bar number is shown in the dialog and may be changed.

In the example shown, the chord was an F7 chord, so the substitutions shown are for an F7 chord. The substitutions shown may work for up to 4 bars, depending on the substitution. In the examples above, the substitutions work for 2 bars.

Jazz Substitutions / Pop/ Country
You can control what types of substitutions to see by using these checkboxes. Some substitutions include more chords than the original, and some simplify the progression, and these can be viewed using the checkboxes. You can elect to exclude substitutions that have a chord on each beat.

Types of Subs. to include
This combo box will filter the substitutions to include only the best substitutions or all of them.

Recompile
The [Recompile] button is only used if you have edited the CHORDSUB.TXT file to add your own substitutions. This recompiles the file and takes about 1 to 2 minutes.

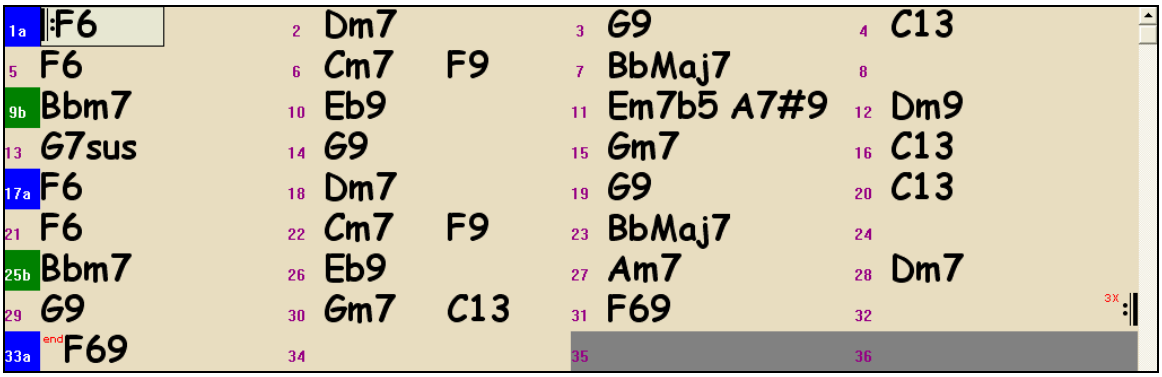
Do Substitution NOW
Press this button once you see a substitution that you like so that you can enter it onto the worksheet directly. Double clicking on the substitution line will also accomplish the same. You can then move the current bar to the next part of the song that you need a substitution for and repeat the process.

Restore / Restore ALL
You can UNDO the substitution by pressing the [Restore] button, or the [All] button to UNDO all substitutions.

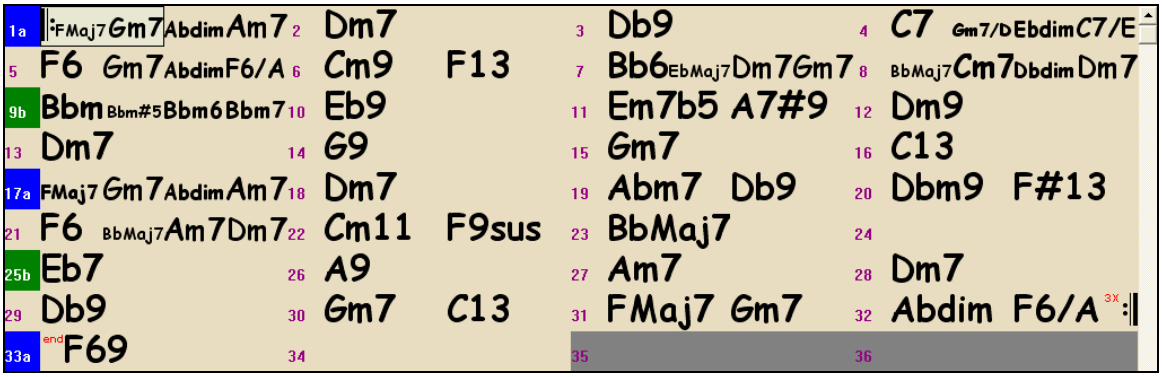
Auto Chord Substitutions

You can quickly auto-generate substitutions for an entire song, or portion of a song using the auto-substitution dialog, which is accessed with the menu command *Window | Auto Generate Chord Substitutions*.

For example, we can generate substitutions for the !Freddie.MGU song. Here is the original chord progression.



By using the auto-substitution dialog, we can generate substitutions for the whole song, and we get this result:


1a :FMaj7 Gm7 Abdim Am7 2 Dm7 3 Db9 4 C7 Gm7/D Ebdim C7/E
5 F6 Gm7 Abdim F6/A 6 Cm9 F13 7 Bb6 EbMaj7 Dm7 Gm7 8 BbMaj7 Cm7 Dbdim Dm7
9b Bbm Bbm#5 Bbm6 Bbm7 10 Eb9 11 Em7b5 A7#9 12 Dm9
13 Dm7 14 G9 15 Gm7 16 C13
17a FMaj7 Gm7 Abdim Am7 18 Dm7 19 Abm7 Db9 20 Dbm9 F#13
21 F6 BbMaj7 Am7 Dm7 22 Cm11 F9sus 23 BbMaj7 24
25b Eb7 26 A9 27 Am7 28 Dm7
29 Db9 30 Gm7 C13 31 FMaj7 Gm7 32 Abdim F6/A 3X :|
33a end F69 34 35 36

You can see that Band-in-a-Box chose the substitutions for about 70% of the chords in the song (that's what we told it to do in the dialog). It began by replacing the F6 chord with an Fmaj7 Gm7 Abdim Am7 progression. Some of the substitutions chosen are even more advanced than that (replacing two bars of Bbmaj7 with Bb6 Ebmaj7 Dm7 Gm7 | Bbmaj7 Cm7 Dbdim Dm7 for example).

If you'd like Band-in-a-Box to only generate for a certain range of bars, you should first highlight that range of bars in the chordsheet, and then launch the dialog. The Range will then be set to “Part of Song” and the “Bar” and “# bars” settings will also be set. You can override these settings with manual settings.

Chord Builder

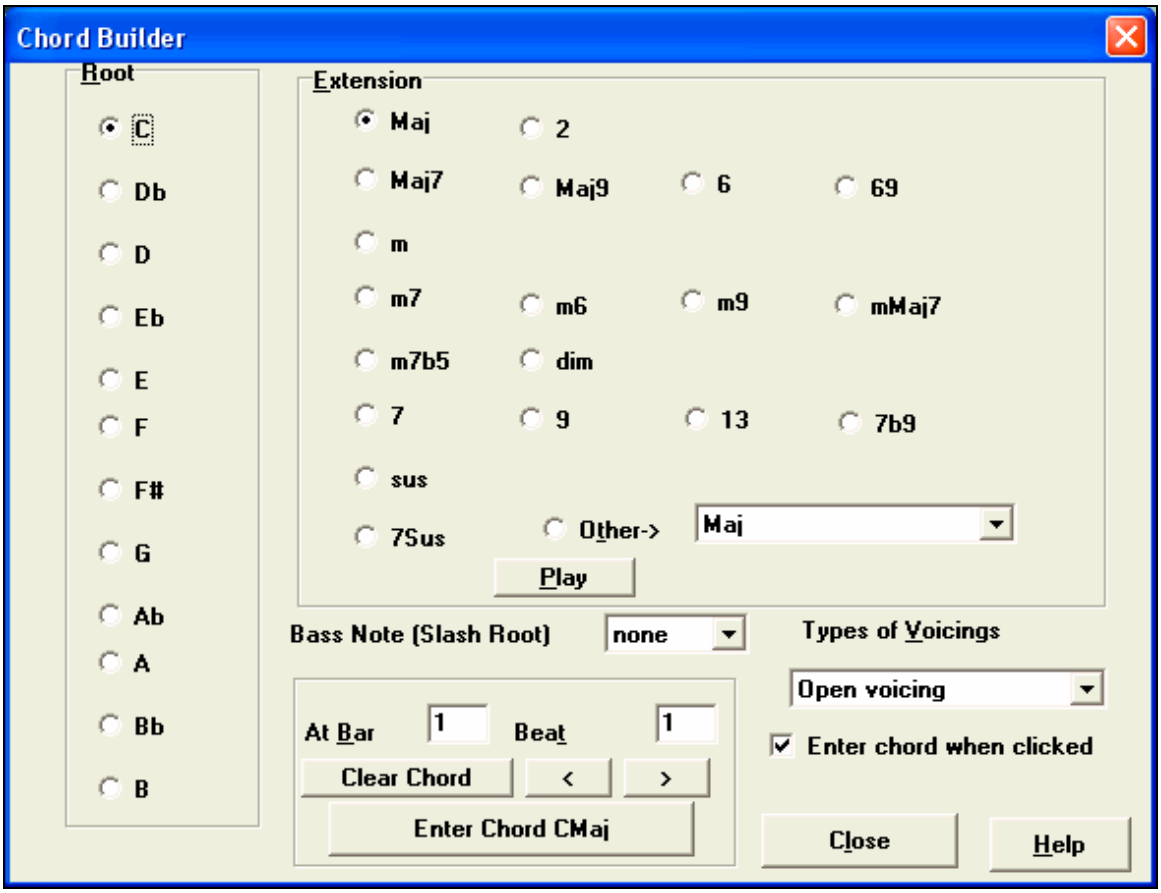
You can right-click on any chord to instantly hear how it sounds, or use the Chord Builder feature to audition different chords until you find the one that sounds best to you. In other words, you can enter chords “by ear” - without having to know the actual chord names or any music theory.

Launch the Builder by pressing the Builder button, or right clicking on the chordsheet and pressing the Builder button, or by choosing the *User | Chord Builder* menu option to open the **Chord Builder** dialog.

You can click on the root of the chord in the “Root” group, and the Extension (Maj7 etc.), and also an alternate “slash-note” root. For example, to make the chord F9/A, you would click on the “F” root, the “9” extension, and the Slash Root of /A. As you click on them, you'll hear the bass note played on the Bass part, and the extension played on the Piano track.

Press the [Enter Chord] button to enter the chord at the bar and beat specified. To insert the chord automatically when you click on the note/extension names, select the “Enter chord when clicked” option. This will advance the Bar/Beat position. Change the Bar/Beat settings to move to a different bar.

The Chord Builder can be left open as you work entering chords into Band-in-a-Box. Remember that you can also enter chords from a MIDI keyboard by pressing **Ctrl+Enter** after you've played a chord.


Chord Builder
Root
C
Db
D
Eb
E
F
F#
G
Ab
A
Bb
B
Extension
Maj
2
Maj7
Maj9
6
69
m
m7
m6
m9
mMaj7
m7b5
dim
7
9
13
7b9
sus
7Sus
Other->
Maj
Play
Bass Note (Slash Root)
none
Types of Voicings
Open voicing
At Bar
1
Beat
1
Enter chord when clicked
Clear Chord
<
>
Enter Chord CMaj
Close
Help

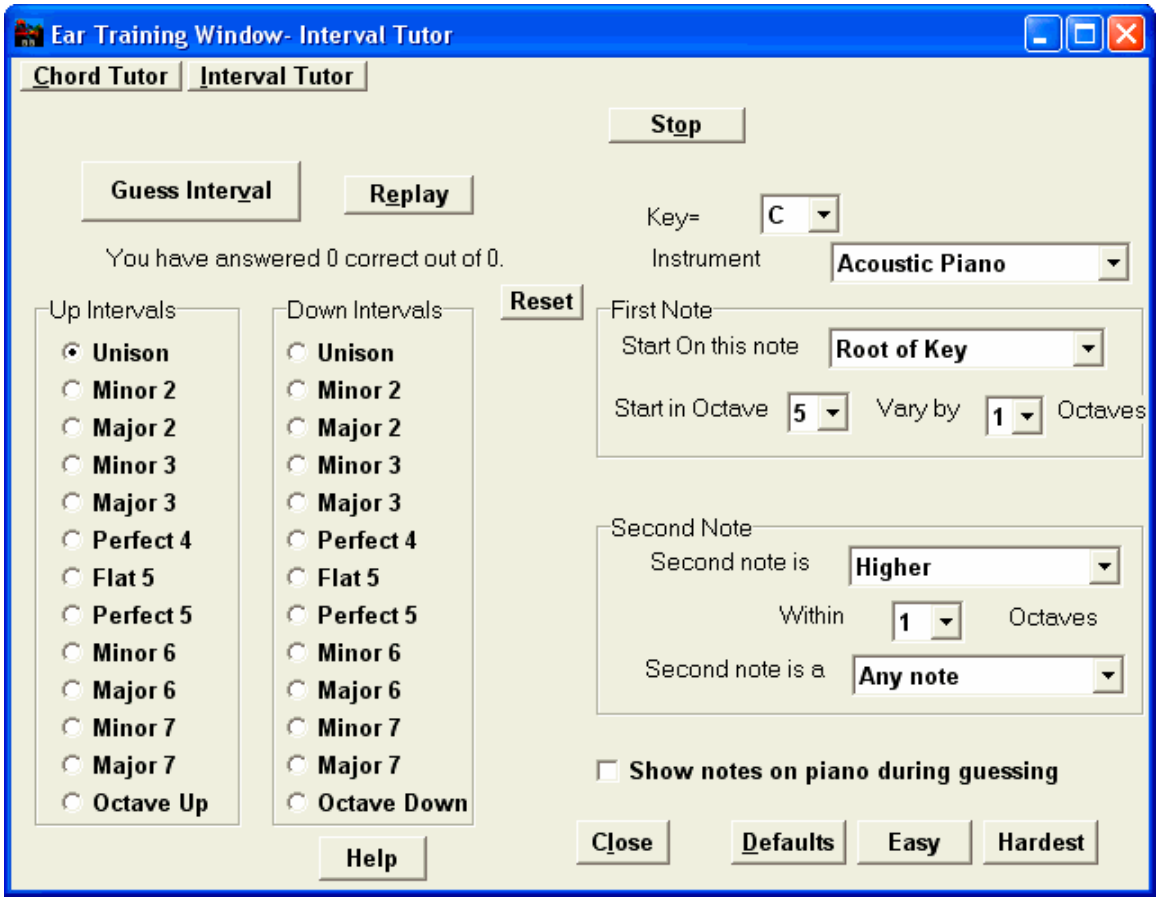
Ear Training Tutor

Ear training is an important exercise for all musicians and you can practice your ear training with help from Band-in-a-Box. In addition to the common interval exercises (perfect 4th, minor 2nd, etc.), learning to "play-by-ear" for Jazz and Pop music is further enhanced by ear training exercises to recognize common chord types (e.g., Major, Minor, Dominant, etc.).

For example, Band-in-a-Box will play a chord and you will have to identify the correct root and chord type. Your score can be tracked, allowing you to monitor your progress. Clicking on the various chord types lets you instantly hear the differences between various chords. Other options include "types of roots and chords to use," and "voicing types" (open, closed, etc.) – allowing you to customize the ear training exercises for beginner through to advanced. Interval recognition is also customizable from beginner to advanced, with such options as instrument type, octave range, up/down intervals and more.

Click the on-screen ear training button, or press **Ctrl+Shift+J,** or go to *Window* | *Ear Training Window* to launch the **Ear Training Window**. There are 2 modules in the Ear Training Window:

1. The Interval Tutor plays note intervals for you to identify.
2. The Chord Tutor plays chords (root + extension) for you to identify.



Interval Tutor

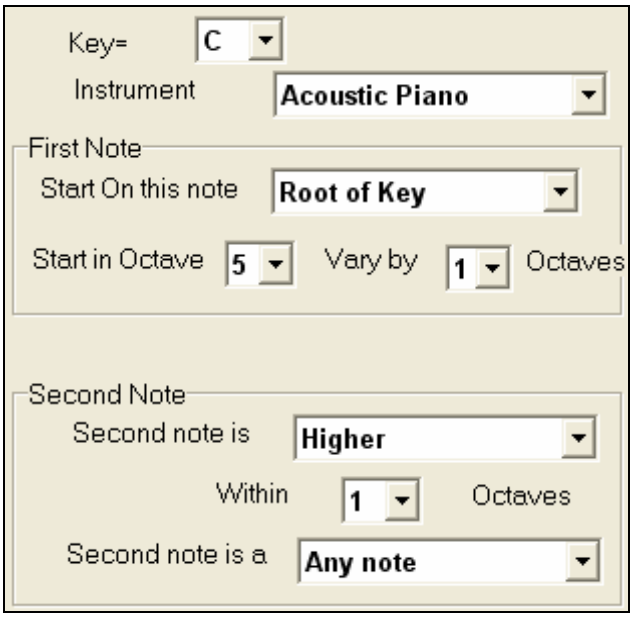
Click on the [Interval Tutor] button to launch the Interval Tutor module.

Click on the intervals to hear them. For example, click on "Minor 3" to hear a minor 3rd interval.

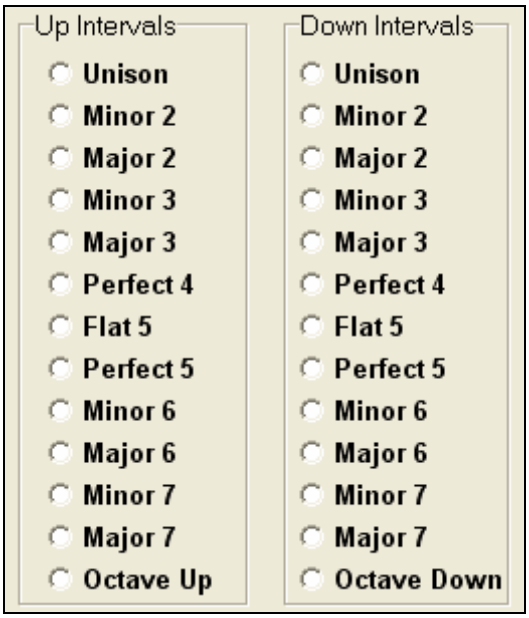
Set the interval types to guess. Pressing the [Easy] button will set it to the easiest (within one octave, second note is always higher, etc).

Start the game by pressing the [Guess Interval] button.

You can control the starting note and the second note in the dialog.

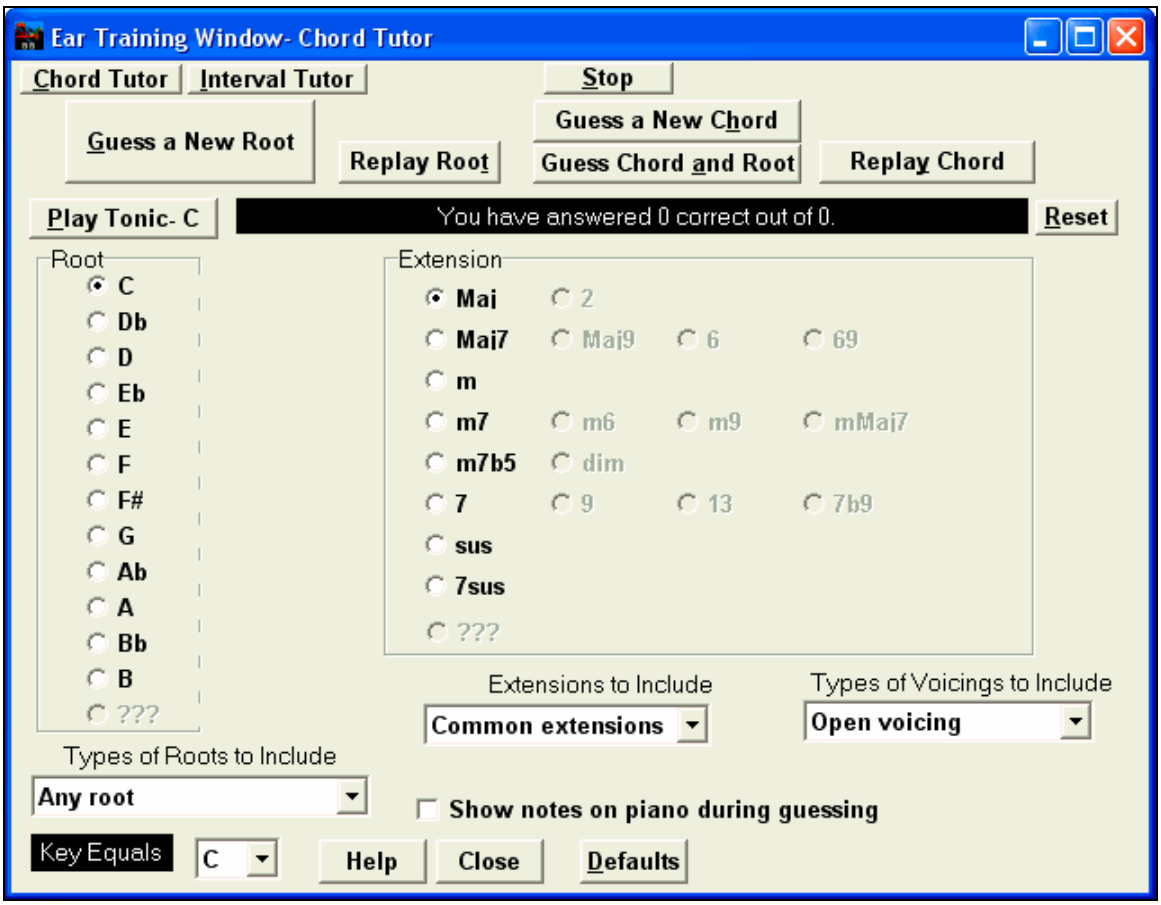


Once the game starts, click on the interval that you think is being played.



Chord Tutor

Click on the [Chord Tutor] button to enter the Chord Tutor module.



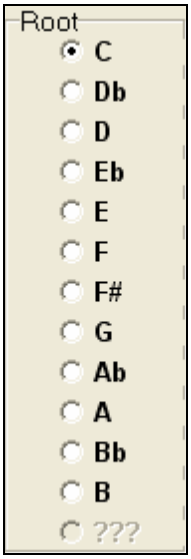
Press the [Play Tonic] button to familiarize yourself with the root note of the scale as a reference point.

- Click on any of the other note names to hear that root.
- Click on any of the chord extensions to hear that sound.

Guessing the root

You can test yourself on roots only or root AND extension. Press “Guess a New Root” and you'll hear a root played.

Press this button to hear the root-to-guess replayed. If you need help, press [Play Tonic – C] to hear the root again.



When you think you know the root, press the root name on the list of note names at the left.

If you guess incorrectly, you'll see a message that says “Wrong Root.” You'll then hear the note that you guessed playing, followed by the root-to-guess note again.

If you guess correctly, you'll see a confirmation of that, and can play again.

Press the [Stop] button to stop the game.

Guessing the Root and the Extensions

The Guess a New Chord game works in the same way as the Root game, except that here you are guessing chord extensions. The root is always the same, whatever the setting is at the left. Click on the extension to guess, and [Replay Chord] button to hear the chord again.

In this mode, you need to guess both the Root and the Extension. You can guess them in any order.
Click on the root, and when you get it correct you can move on to the extension.

Types of Roots to Include

For the Roots, you can choose which types of roots to include. This can be any of the 12 semitones, or just the scale tones, or just the 1-4-5 of the scale.

Extension to Include

For the extensions, you can include all of the extensions listed in the dialog, or just the subset that are common extensions.

Types of Voicings to Include

The chord extension will be played using the voicing type that you specify in the voicing types combo box. These can be open, closed, or root position voicings. This setting also applies to the voicing used when you are previewing a chord.

Show notes on piano during guessing

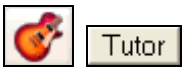
If you were an advanced musician, seeing the notes on the piano during the guessing game would be “cheating,” since you'd probably quickly recognize the chord. However, a beginner might benefit from seeing the notes played on the piano screen. If this “show notes on piano during guessing” option is selected, these chords will play on the small piano located on the main program screen.

The score is displayed on the window. You can reset these results to zero by pressing the [Reset] button.

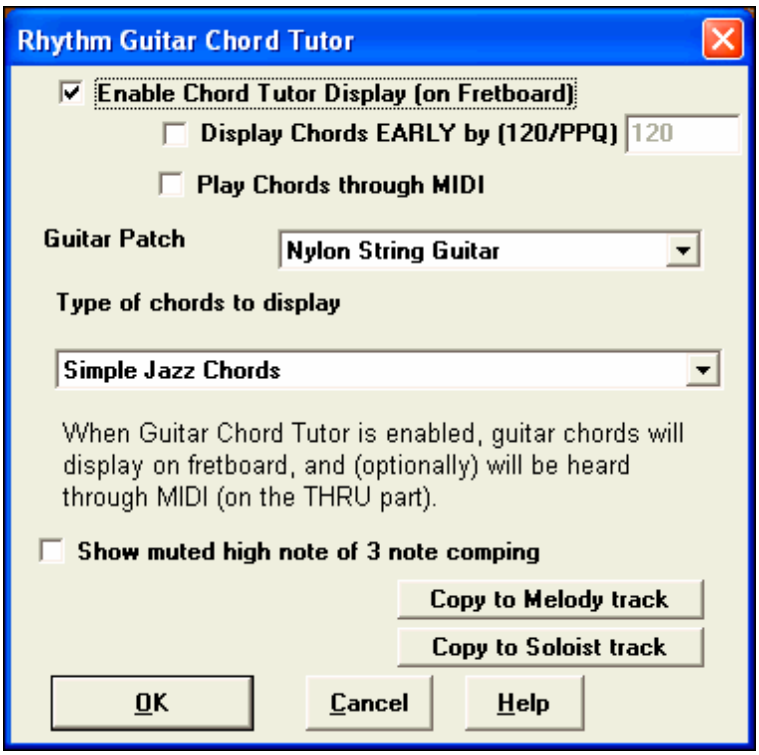
Rhythm Guitar Chord Tutor

Use the Guitar Tutor to analyze any song. This feature will show the chords that are playing on the virtual guitar fretboard, in your choice of a Jazz, Pop, or Folk perspective. The Guitar Tutor is a fun way to learn about new guitar chords while playing along with your favorite Band-in-a-Box tune.

The Rhythm Guitar Chord Tutor is most useful on styles that aren't guitar styles, because the guitar styles already have a guitar part that you can learn from. Using the tutor, you can see (and optionally hear) guitar chords played on the guitar fretboard. This teaches you how to play the chords on guitar.



To turn the Rhythm Guitar Chord Tutor on, launch the Guitar window and press the [Tutor] button.


Rhythm Guitar Chord Tutor
Enable Chord Tutor Display (on Fretboard)
Display Chords EARLY by (120/PPQ)
120
Play Chords through MIDI
Guitar Patch
Nylon String Guitar
Type of chords to display
Simple Jazz Chords
When Guitar Chord Tutor is enabled, guitar chords will display on fretboard, and (optionally) will be heard through MIDI (on the THRU part).
Show muted high note of 3 note comping
Copy to Melody track
Copy to Soloist track
OK
Cancel
Help

Enable Chord Tutor Display
This setting silently displays the chords on the guitar fretboard.
The **Display Chords EARLY by (120/PPQ)** is an "anticipate" mode that plays the next chord X beats in advance, allowing time for the user to prepare. If set to 120, the tutor chords will appear a full beat early.

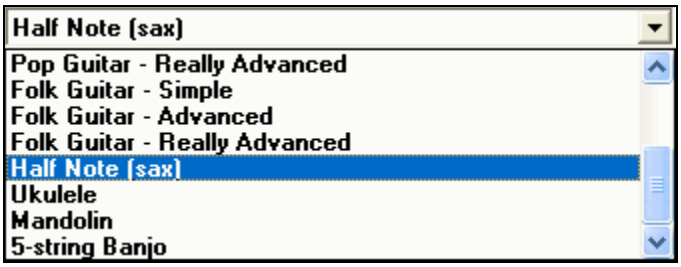
Play Chords through MIDI
To hear the chords, select the "Play Chords through MIDI" checkbox.

> **Tip:** The Tutor uses the MIDI THRU part to playback on. You can control volume, panning, etc. by using the THRU settings on the main Band-in-a-Box screen.

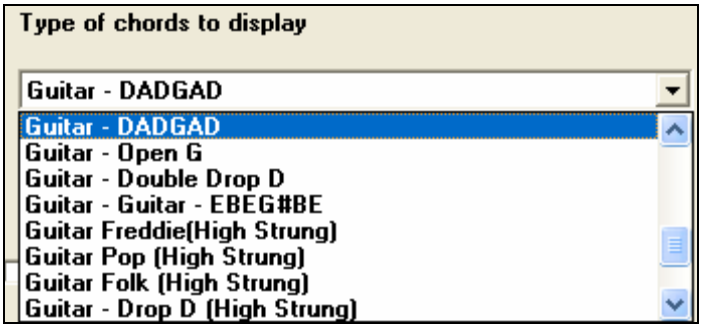
Guitar Patch
You can select the patch to use directly from the Tutor dialog.

Type of chords to display
The tutor will display Jazz, Pop, and Folk voicings in easy, medium, and advanced forms. The advanced forms use inversions, and changing patterns of chords, while the easier ones just stick to the common "campfire" chords.

Half Note (sax) chords use the advanced Jazz Guitar "highest-4-strings-comping mode." This usually plays on the 4 highest strings, and it plays several chords over a single chord. For example, for 2 bars of Cmaj7 it might play Cmaj7-Dm7-Ebdim-Em7 all played as half notes.



There are also tutors for the alternate tunings like DADGAD, Open G, etc. They can be selected from this drop-down list.


Type of chords to display
Guitar - DADGAD
Guitar - DADGAD
Guitar - Open G
Guitar - Double Drop D
Guitar - Guitar - EBEG#BE
Guitar Freddie(High Strung)
Guitar Pop (High Strung)
Guitar Folk (High Strung)
Guitar - Drop D (High Strung)

Show muted high note of 3 note comping

One of the tutors uses 3 note Jazz voicings to simulate the famous Big Band chord guitar comping styles. If you use this, you'll only see 3 notes in the chords of course. Since it sometimes helps to see the entire 4 chord voicing in this case, there is the option to show the muted note as well.

> **Note:** This applies to the guitar tutor. There is also the option to show this for the guitar styles. This option is present in the **Guitar Options** dialog.

Copy to melody track / Copy to Soloist track

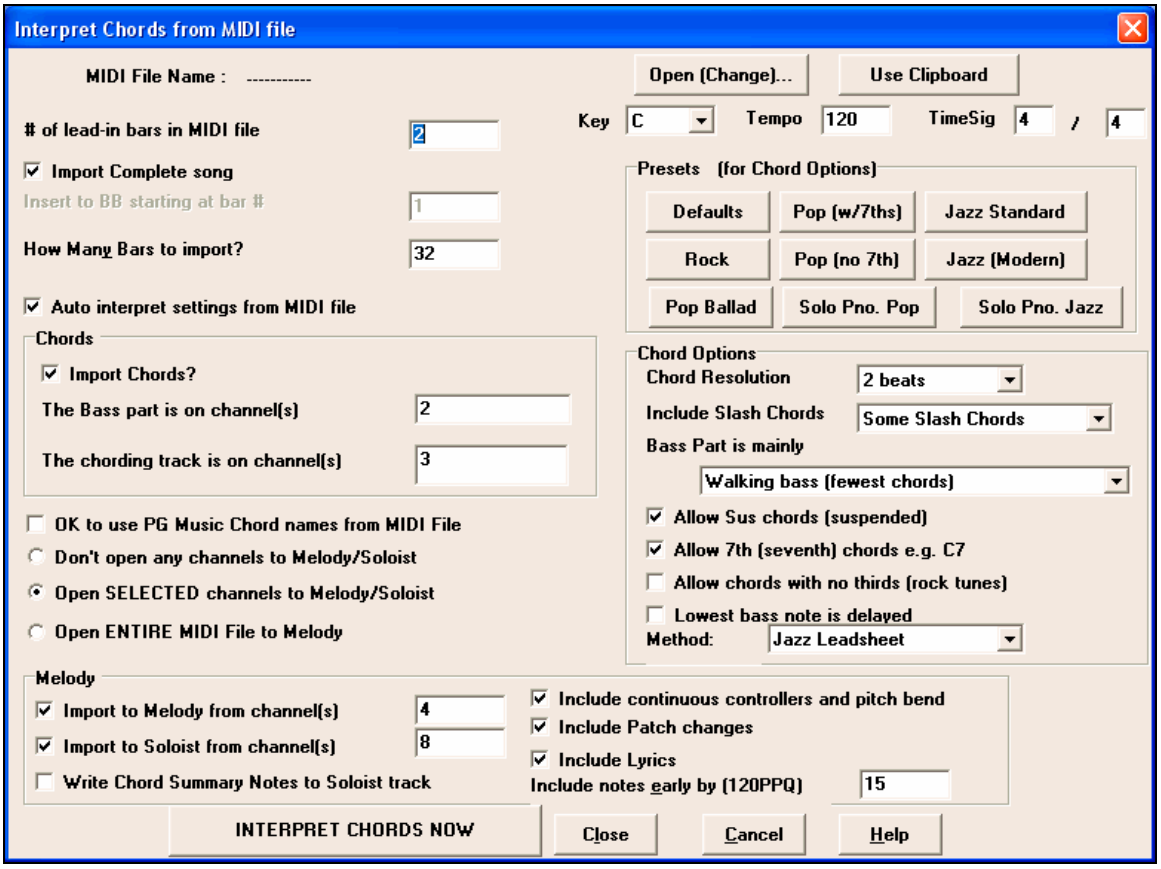
Pressing either one of these buttons will send the chord to the appropriate track.

MIDI File Chord Interpretation Wizard

Many people who play music by ear think of songs in terms of "Chords and Melody." However many MIDI files lack chord symbols, so they become difficult to learn without the user having to figure out the chords in a time consuming process. Now you can open up any MIDI file in Band-in-a-Box, and Band-in-a-Box will *automatically* figure out the chords of the song for you. It automatically analyzes the MIDI file, figures out where the bass, piano, melody and other tracks are, and then works out the chord changes for the song. The chords are written onto the Band-in-a-Box chordsheet like any other song. This allows you to quickly learn how to play a song from a MIDI file - just read it into Band-in-a-Box and you'll see the chord symbols, and then learn the Melody! You can also read tracks into the Melody and Soloist tracks.

Importing Chords

You can import the chords from a MIDI file. To do this, first blank the chordsheet, by choosing *File | New*. Then select the menu item *File | Import Chords from MIDI file* to launch the **Interpret Chords from MIDI file** dialog.



Press the [Open (Change)…] Button to select the MIDI file that you'd like to import.

Once you've selected the file, you can press the [INTERPRET CHORDS NOW] button.

When you do that, the chords will be interpreted from the MIDI file, and written onto the chord sheet. Prior to pressing the [INTERPRET CHORDS NOW] button, you might want to make some custom settings.

When you load in the MIDI file, Band-in-a-Box interprets many things from the MIDI file for you automatically. Normally you'd want this to happen, but if you'd prefer to make the settings yourself, you can set the Auto Interpret settings from MIDI file to false.

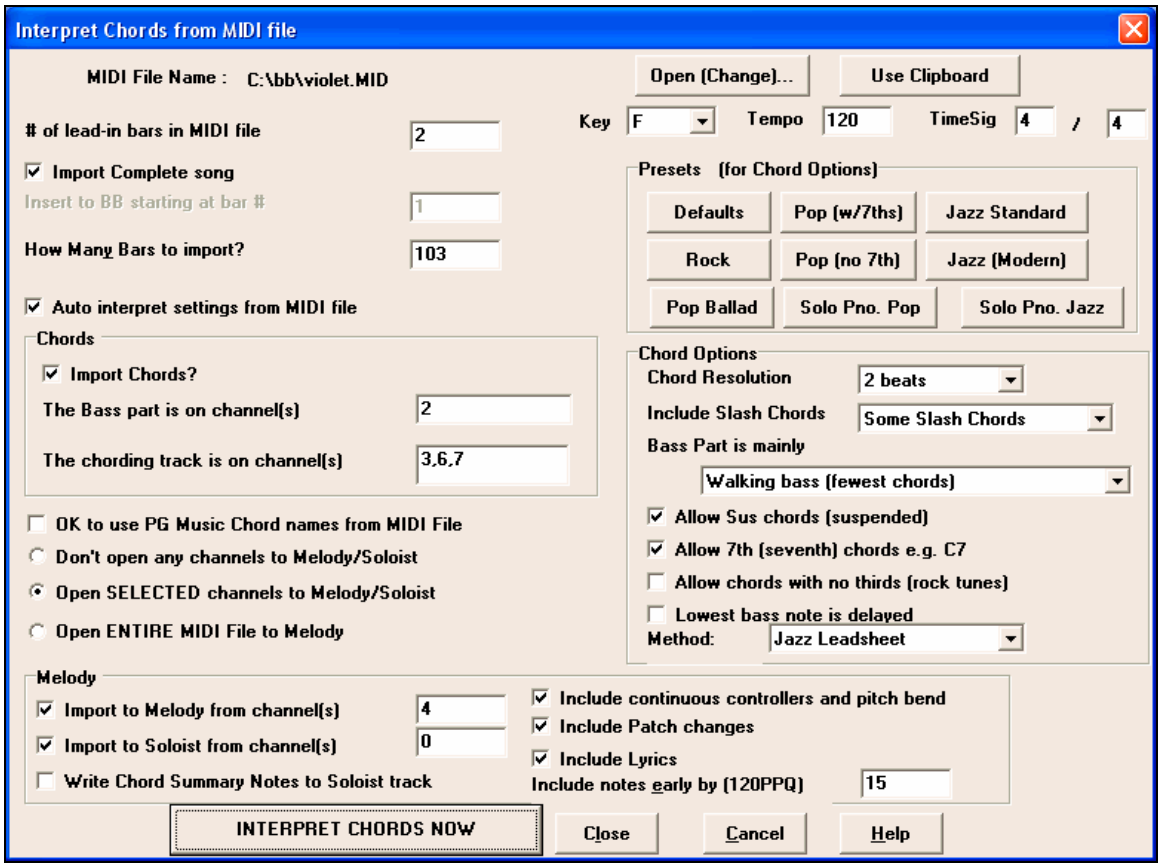
Once you have loaded in the MIDI file, and assuming that you have the "Auto Interpret" set to true, you'll see that the dialog displays the settings that the Chord Wizard has found for the key signature, and channels used for the song.

Let's work with an example song called Violet Song.MID. This should be included in your c:\bb directory.

- Start with a blank worksheet by choosing *File | New*.
- Choose the MIDI File chord Wizard dialog by choosing *File | Import Chords from MIDI file*.

Press the [Open (Change)…] button to select the MIDI file, and then choose the file that you'd like to import, in this case it is "C:\bb\Violet Song.MID."

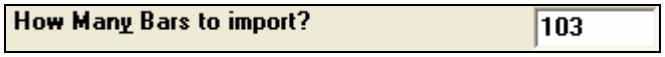
Once you load in the MIDI file, you'll see that the Chord Wizard has analyzed it and made these determinations.



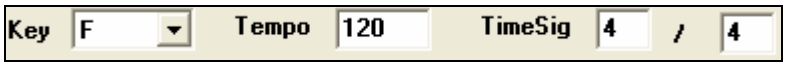
It has automatically determined that the "Violet Song.MID" file

- has 2 bars of lead-in.

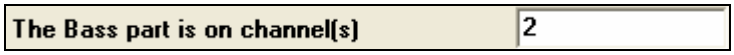
- has 103 bars of chords.



- is in the key of F with a 4/4 time signature, and a tempo of 120.



- has the Bass Part on channel 2.



- has the chording (comping) parts on Channels 3, 6 and 7.

- has the Melody on Channel 4.

- has no other parts like the Melody to put on the Soloist track.

Now, after loading in the MIDI files, you'd normally have a look at these settings above, to see if they seem reasonable for your MIDI file. If not, you can change the settings. For example, if you know that the key signature of the song is not F but is C, then you would set that. Or, if you knew that the Melody channel was on channel 3, you could override the Chord Wizard settings.

Once you have done that, you should choose one of the Presets, to quickly put the settings to the type of song that we are trying to interpret.

Preset choices are:

Jazz Standard, Jazz (Modern), Pop (with seventh chords), Pop (with no seventh chords), Rock, Pop Ballad, Solo Piano, and Solo Piano (Jazz).

Chord Options

> **Important note**: Pressing the Preset buttons sets these Chord Options automatically for you. You can override them in this dialog.

When you choose one of these presets, it makes a number of settings in the Chord Options section of the dialog. These include:

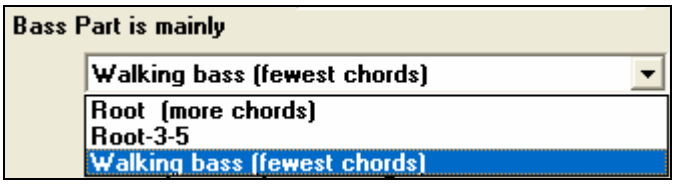
Chord Resolution

This is the minimum number of beats for a chord. For example, if you set it to "2 beats" then the Chord Wizard will never attempt to come up with different chords that are only a beat apart. If you have a song that has a short section that does include chords every beat, you can redo that section of the song with a "1 beat" resolution. (Default = 2 beats)

Include Slash Chords

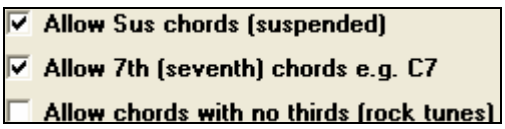
If set, the Chord Wizard will include "slash chords" like F7/A or Cm/G.

Bass Part Type



You can set this to "Root," "Root-3-5," or "Walking Bass." If you choose "Root," the chord Wizard will assume that any bass note is the root of the chord. Choosing "Root-3-5" will cause the Chord Wizard to assume that the bass pattern is mainly on the root, 3rd and 5th of the chord. If you choose "Walking bass," it will assume that the bass notes can be changing and can include many notes beside the root. Setting the Walking bass line will likely result in fewer chords overall than setting the "Root only" option.

Allow Suspended (Sus) Chords



The setting for “Allow Sus chords” determines if chords like Csus or Bbsus7 will be included. The “Allow 7th chords” specifies if 7th chords like C7 or Bbm7 would be allowed. Simple Rock songs might not have 7th chords or Sus chords. Allowing chords with no thirds should be set in a hard rock song, or similar song with “power chords” that might not contain the 3rd of the chords.

Delay Lowest Bass Note

Usually a bass player plays the root of the chord at or near the time when the chord changes. But in solo piano playing or some bass styles, the bass doesn't state the root until later on, and this setting should be set to “delayed” in a solo piano style of this type.

Primary Style

Set the primary style of the song to Jazz or Pop using the Lead Sheet Method combo box.

Using the Chord Options Presets to quickly make settings

For the song “Violet Song.MID,” we know that this is a Jazz Swing type of song, so we press the Preset Called “Jazz Standard.” By doing this, we see that the chord options have then been set to Chord Resolution of 2 beats, no slash chords, walking bass, sus chords, 7th chords, and Jazz lead sheet. These settings look OK for our Jazz song, if we wanted to customize it (e.g., to allow slash chords) we could do it at this point.

So, to recap, using the Chord Wizard is a 3-step process.

1.

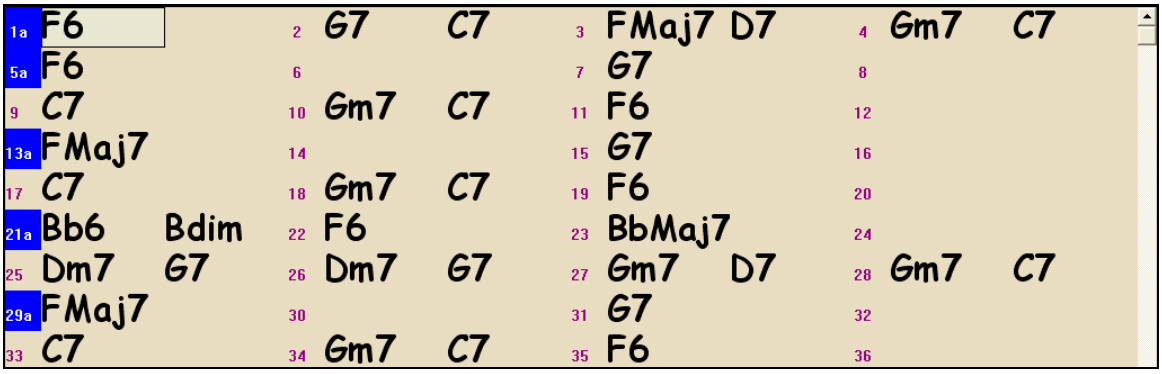
We've loaded in the song “Violet Song.MID.”
2.

Pressing the preset button called [Jazz Standard], we then looked at the Chord Options settings for the various channels and they looked OK, so we didn't make any changes.
3.

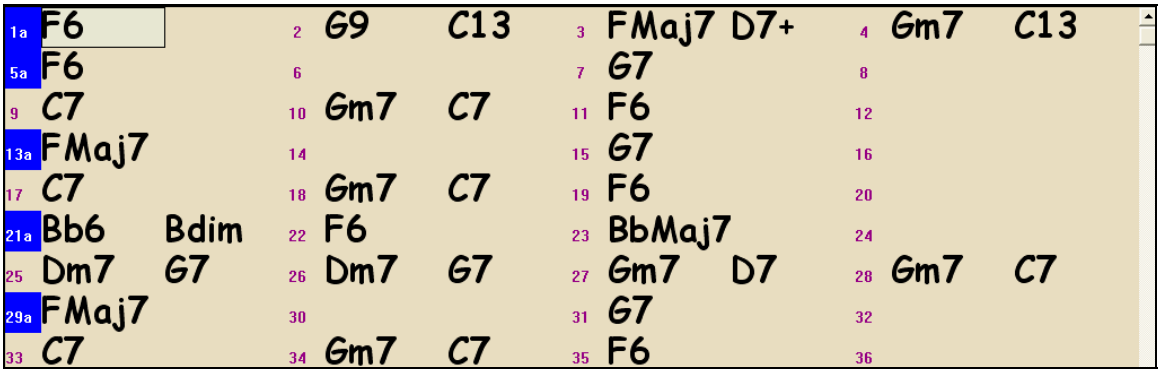
We then press [INTERPRET CHORDS NOW] – this gets the Chord Wizard to interpret the chords, and write them onto the Chord Sheet.

Once we've pressed the Interpret Chords Now button, we can see the results, by looking at the chord sheet. Here are the chords that were interpreted.

Chord Wizard Results – interpreting from “Violet Song.MID.”



So that we can see how well the Chord Wizard did, we can compare it to the “correct chords” of the song, input by a musician listening to the song.



As you can see, by comparing the two sets of chords, the Chord Wizard got almost all of the chords correct in this example. The Chord Wizard purposely avoids chords like "C13." It will put a simpler "C7" instead, since this is more like a typical lead sheet.

If you've read in the entire MIDI file, you have 103 bars of chords on the Chord sheet. This actually contains 3 choruses of the song. You might want to reduce that to a single chorus by setting the chorus end of the song to bar 36 and then erasing the excess bars (after bar 36) by choosing Edit | Erase.

Examining the song that has been interpreted by the Chord Wizard.

You'll notice that the title (Violet Song), key (F), and tempo (120) have been set to the values found in the file. Part markers are not set; the Chord Wizard doesn't try to guess where part markers might be occurring. You need to put the part markers in yourself. You also need to choose the style to use (a Jazz Swing style in this case). If you examine the Melody track (by opening the Notation window and right clicking on some notes or pressing the Event List (#) button), you'll notice that the Melody track contains notes from Channel 4, which is what we specified in the Chord Wizard dialog.

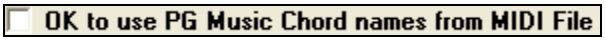
Importing Part of a MIDI file

(or re-doing a section of the Chord Sheet)

Normally we'd want to import an entire MIDI file worth of chords. But if you only want to import some bars, you can deselect the "Import Complete song" checkbox, and then specify where to start in the MIDI file (i.e. the number of lead-in bars in MIDI file) and what bar to start at in Band-in-a-Box (Insert to BB starting at bar #) and the number of bars to import (How Many Bars to import?).

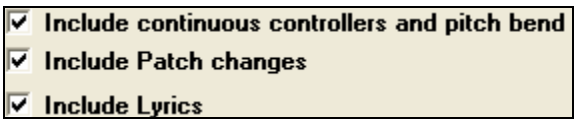
For example, using the song "Violet Song.MID," we could redo a section of the song using different settings. (For example, a chord resolution of 1 beat instead of 2 beats.) If we were unhappy with the results at bar 7 and 8, we could redo this by making the settings as follows:

Other Settings for the Chord Wizard



Band-in-a-Box and PowerTracks Pro Audio songs contain special events that write the exact chord names into the MIDI file. So if the Chord Wizard sees these events, it will use them instead of interpreting the chords, since they are likely to be completely accurate. If you'd prefer to ignore these chord events, set the "OK to use PG Music Chord names from MIDI File" to false.

The setting for "Write Chord Summary Notes to Soloist Track" is only used for diagnostic or special purposes. When set, the Soloist track will contain a special track that has a chord written every 2 beats (or whatever the setting for chord resolution is) that contains every note found for the chord. This shows you the type of logic that the Chord Wizard is basing its decisions on. If you encounter a song that gives incorrect results for the chords, you can try this setting and then examine the Soloist track to see the actual notes of the chords. Chord-stepping through the track (using [Ins] and [Del] on the Numpad) allows you to quickly hear the chords.



You can optionally include controllers, pitch bend, patch changes, and lyrics from the MIDI file.

MIDI File to Style Wizard

Making styles with the Style Wizard is a process involving:

- Loading a MIDI file into the Style Wizard.
- Listening to the MIDI file by muting channels to identify parts.
- Picking the channels to use for the BB Parts.
- Picking the snapshot bars for the "a" and "b" substyle.
- Pressing the [Generate NEW style…] button.

The Style Wizard is used to generate a Band-in-a-Box Style from a MIDI file. It does this by analyzing the file and creating patterns emulating the notes and rhythms for the style. First off, you'd need to get a MIDI file to use.

Important: You should use a MIDI file that you have composed and arranged – if not, you need to first get permission of the composer and arranger before making a style from the MIDI file.

Style Wizard Dialog

Open the **Style Creation Wizard** dialog with the Style Wizard button or from the *Styles* menu by choosing the *Style Wizard* menu item.

Once you open the dialog, you should select a MIDI file. You'll then see the name of the MIDI file in the MIDI file label.

Once chosen, the Style Wizard will display the channels, patches, and number of events in the "Tracks Area" of the Style Wizard. It will look like this…

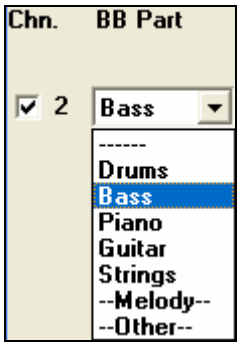
2 Bass 33 Acoustic String Bass 312
3 Piano 1 Acoustic Piano 842
4 ------ 57 Trumpet 333
6 Strings 12 Vibes 220
7 Guitar 25 Nylon String Guitar 1630
10 Drums 1 Standard Drum Kit 860

Here's a sample row from the Tracks Area.

This indicates that "Channel 2" is used in the file. The checkbox indicates that it will sound when the [Play] button in the Style Wizard is pressed. Deselecting this checkbox will mute the channel during playback. Muting/Playing the channels is essential in auditioning the MIDI file to determine which "BB Parts" to use, and what bars to use for "Snapshot bars."

The "Channel selector" presets help with the selection of the channels as described above. The [None] button de-selects (mutes) all of the channels. The [All] button selects (plays) all of the channels. The [Solo] button will "solo" the last channel that was pressed *before* the Solo button was pressed.

The "BB" part button selects all of the channels that are currently using the "BB Parts," i.e., the Drums/ Bass/ Piano/ Guitar/ and Strings.



The "BB Part" section is the area that you choose which channels to use for the "BB Parts" in your style. There are 5 possible instruments in the style – Drums, Bass, Piano, Guitar, and Strings. Tracks that are not part of the rhythm section (i.e., melody or soloist parts) or "extra" instruments that you don't want to use in the style should be assigned to a BB Part setting of None (----), "Melody," or "Other."

The Style Wizard automatically sets these "BB Parts" for you, but you should over-ride these settings to your own choices for the style. For example, if the program has chosen an instrument for Band-in-a-Box part of Strings, and you don't want strings in the style, then change that BB Part setting to "----" (none) or "Other."

The Patch setting is the patch (instrument) that is found in the MIDI file, and it is the suggested one to use in the style. You can change the patch if you'd like to use a different patch in the Style.

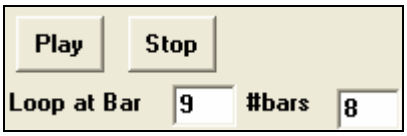
The #Notes column reports the number of notes that are found on each channel. This is helpful information in deciding which BB Parts to assign. For example, if only 10 notes are used on the channel, it's unlikely that the channel is playing much in the file, and shouldn't be used as a BB Part in the style.

The [Auto-Set…] button instructs the Style Wizard to re-make the settings for the Tracks Area and Snapshots of the Style Wizard. The Auto-Settings are already invoked when you load a MIDI file, so you would rarely need to press this button explicitly.

The [+] button beside the [Open] button also allows loading of a MIDI file, but displays the **Interpret Chords from MIDI file** dialog (the Chord Import Wizard) to allow you to tweak settings controlling the chord interpretation. For example, if the interpretation of the chords isn't accurate, use this button for different settings.

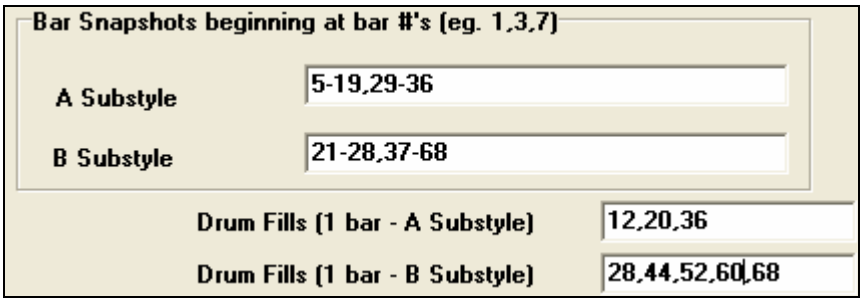
The [=] button will re-load a MIDI file that is *already* on the Melody track. For example, if you've loaded in a MIDI file to the Melody track (outside of the Style Wizard), and would now like to make a style from it, you just need to load in the MIDI file from the Melody track to the style wizard. This won't cause an interpretation of the Chords; it uses the current chords on the Chordsheet.

Play Looped Sections



The [Play] and [Stop] buttons and "Loop at Bar" allows playback of a region of the MIDI file. As you hear the playback, you audition various channels for the style by using the "Channel" checkboxes to mute/un-mute tracks. The "Loop at Bar" setting is the bar for the loop to begin. The # bars is the number of bars for the loop following the "Loop at bar" setting.

Snapshot Regions

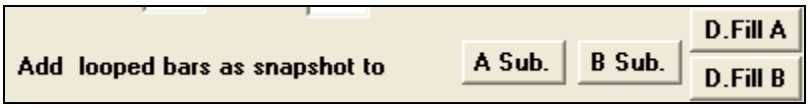


This area is for the "snapshots" for A substyle, B substyle, and A, B drum fills. For the "A" substyle enter the range of bars that you would like to be included in the "A" substyle. You can enter values separated by commas "1, 2, 4," or ranges "1-7, 9-14," or combinations "1-4, 9, 11, 12-24." To determine which bar numbers to enter you'll need to listen to the MIDI file.

Pressing the [Auto-Generate Snapshot bars] button will generate a list of bar numbers for the snapshots. This list is based on the part markers in the BB Chordsheet, so you should first exit the Style Wizard to insure that the part markers are correct before pressing this button.

This is similar to the "Auto-generate snapshot bars," except when you select this button; a menu of choices will appear to allow selection of all bars, or only bars that include all of the instruments.

The [Clear] button removes the current snapshots from the snapshot areas.



The "Add looped bars as a snapshot" adds the current looped area as a snapshot. You can of course type the information directly into the snapshot areas.

The Defaults button sets the Style Wizard settings to their default state, including the settings in the "More" Dialog.

The "Resolution" is set automatically, and should be confirmed. It is set to Triplets for style with a "shuffle" feel such as Jazz Swing or any style with a triplet feel to the 8th notes (or a swing feel to the 16th notes). The other setting is Straight for styles with straight 8th or straight 16th notes.

The **Jazz** checkbox setting is to indicate whether the style is a "Jazz" type style with Jazz chords or a "Pop" type style with Pop chords.

The "Copy Melody to Melody Track" is a utility function that should only be used when the style is "finished." Prior to executing this command, the Melody track contains the entire MIDI file with all of the parts. This "MIDI-file-on-the-Melody-track" is used to create the style. Once the style is created, you might want to extract the actual Melody track from the MIDI file to put on the Melody track. The channels used are the channels that have the BB Part set to "Melody." When you do this command, you are prompted to save the MGX file (i.e. the file with the MIDI file on the Melody track), so that you can revisit the file. This "Copy Melody to Melody Track" is useful to audition your new style, because you can then hear just the Melody along with your style.

"Copy Melody to Soloist track" works in a similar way except that it doesn't erase the MIDI file part on the Melody track.

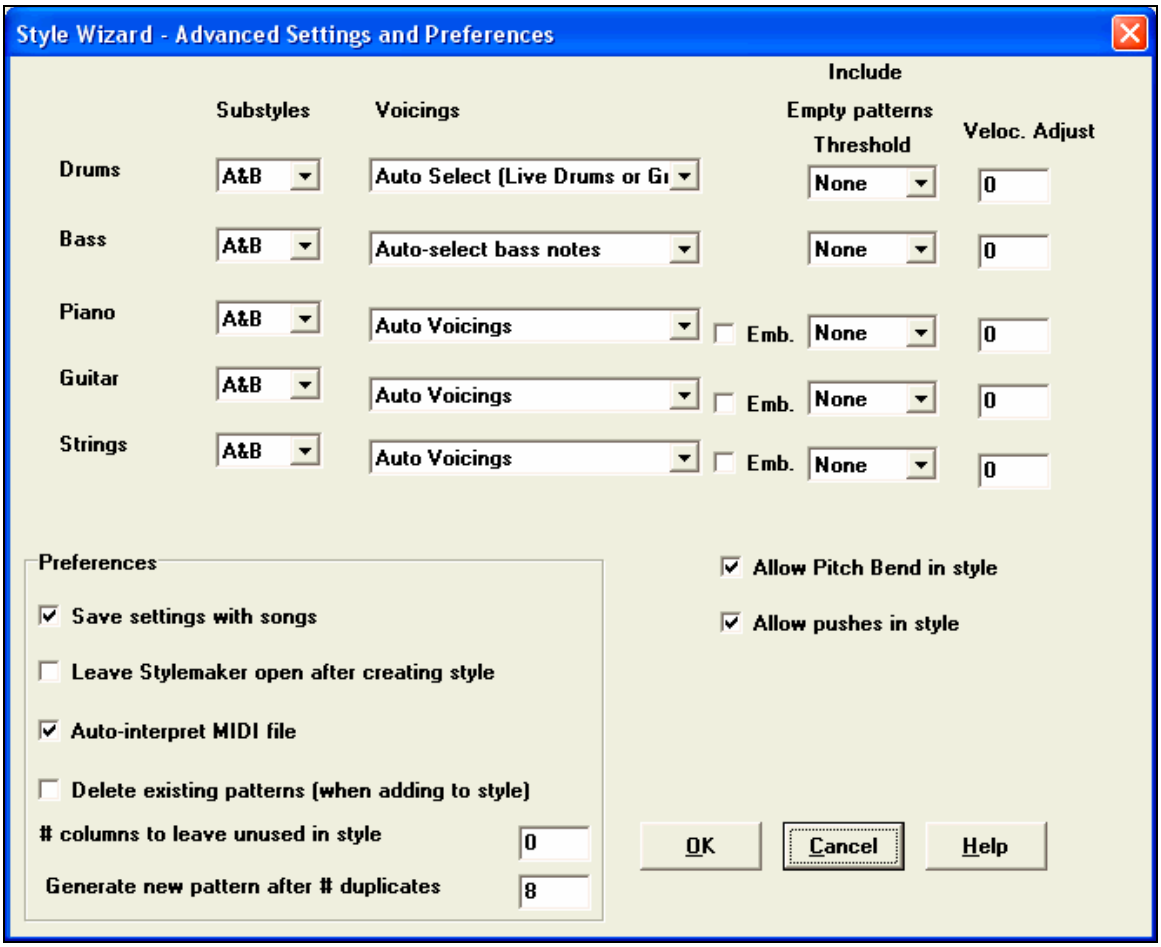
"Generate NEW style…" makes a new style. The **Style Creation Wizard** dialog is exited, and a file dialog allows you to pick a name for the style.

"Add to existing style..." allows you to add the patterns to an existing style.

The [More] button launches the **Style Wizard – Advanced Settings and Preferences** dialog.

Style Wizard "More…" Dialog

This dialog is launched from the [More…] button in the Style Wizard.



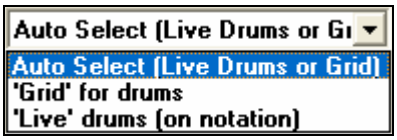
There are 2 sections to this dialog.

Advanced Instrument Settings

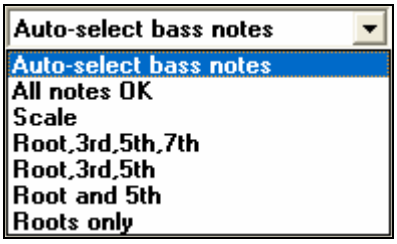
The advanced instrument settings allow settings for the instruments (drums / bass / piano / guitar / strings) to be included in the style. The settings are:

The "Substyles" determines whether the instrument is included in the "A," "B," or both "A&B" substyles. For example, if you want to make a style that only uses the strings on the "B" substyle, set the strings instrument part to "B" only.

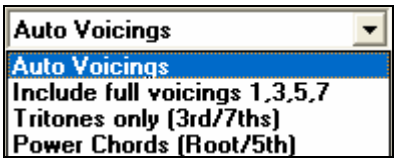
The Voicings settings determine, for the various instruments:



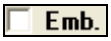
Drums ("voicings"): Whether the patterns will use live or grid style patterns. Default mode is "auto," which normally uses live patterns, but you can force it to use live or grid style patterns. Live patterns have higher resolution and more instruments.



Bass ("voicings") determine if the bass part will use All notes / Scale tones only / Root 3rd, 5th, 7th / Root, 3rd, 5th / Root and 5th / or just the Root. The default is "Auto-select" which usually allows all 12 semitones.

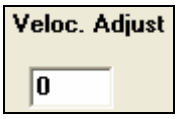


Piano, Guitar, and Strings Voicings determine how the Piano patterns will be voiced. The choices are Auto, Include Full Voicings, and Tritones only (3rd/7ths). The auto-setting usually uses the "Include full voicings." If the part uses 2-note chords, you should over-ride this setting to "use tritones" so that the most important chord notes (the tritone) are included.



The Embellish checkbox determines if the patterns for piano, guitar, and strings will be embellished. If embellished, on a chord like D7 (in the key of C) 13ths, 9ths, and #11 notes might be added to embellish the chord.

The "Include Empty patterns Threshold" setting defaults to None. Possible settings are None / 2 beat / 1 bar / 2 bars. If set to none, the instrument will always play in the style, if set to "1 bar" there will be "spaces of silence" up to 1 bar long (perhaps longer if chained together) in the style for that instrument. So if an instrument is used sparsely in a style, set this setting to something higher than none.



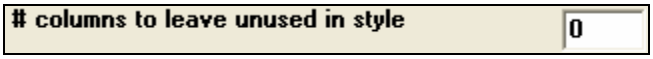
The Velocity Adjust will make an instrument louder or softer in the style.

(Default = Yes)

When set, the Style Wizard will set the channels, BB Parts, and snapshots for you. Normally this setting should be left on.

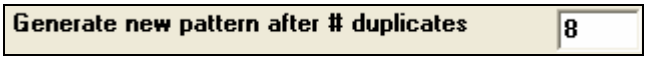
(Default = No)

If this option is set when you create style patterns to add to an existing style, the entire instrument will be erased in the style for any instrument used in the new style. When you generate a style by adding to an existing style, the StyleMaker allows you to pick a new name for the style (to preserve the existing style).



(Default = 0)

If set to zero (the default), the Style Wizard can create the biggest style possible – filling up the rows completely with patterns. But if you set this to a non-zero value it will limit the # of patterns that can be made. Since there are 30 rows in the StyleMaker, you can set this setting from 0 to 29.



The Style Wizard won't insert patterns unless they are unique compared to the ones already entered. At the default setting of 8, after 8 duplicates of the same pattern, a 2nd pattern will be entered that is a duplicate of another pattern. Setting this to zero would mean that every pattern would be entered (regardless of whether it was unique); setting it to a high number like 200 would mean that only truly unique patterns are entered.

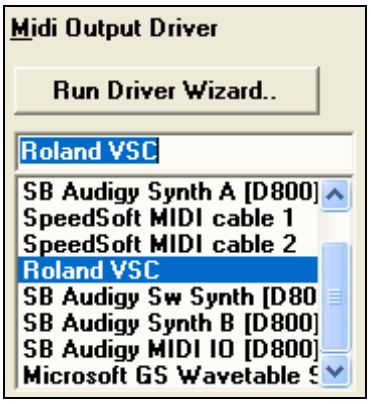
Chapter 13: Tools and Utilities

Roland VSC3 Virtual Sound Canvas

An important part of Band-in-a-Box is the band that you actually hear. This is determined by the MIDI driver that you use for output. The Roland Virtual Sound Canvas (VSC) is a top-quality software synthesizer.

You need to install the Roland VSC3, which is a separate install from the Band-in-a-Box program. When you install the VSC3, you'll see a "Roland VSC" MIDI Output driver listed in the Band-in-a-Box **MIDI Driver Setup** dialog.

Use the Roland VSC3 with Band-in-a-Box and any other MIDI program that supports MIDI Drivers (almost all of them do). To use the Roland VSC3 for your output sounds, choose *Opt.* | *MIDI driver setup...* and select the "Roland VSC" as the MIDI Output Driver.



You will also find the Virtual Sound Canvas listed in your Windows programs. This allows you to run the VSC3 as a stand-alone program.

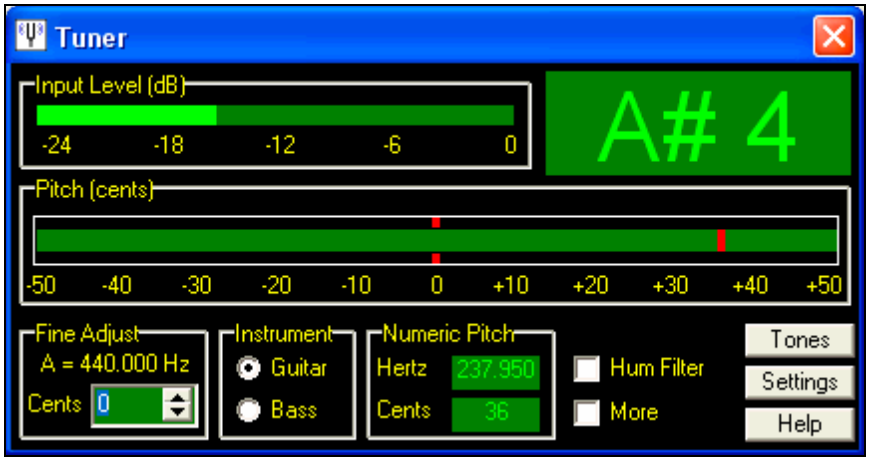
The VSC3 has a latency of 430ms; it takes 430 milliseconds to produce the sound after instructed to do so by Band-in-a-Box. So you should set the latency to 430ms in the *Opt.* | *MIDI Driver Setup* dialog.

In addition to using the Roland VSC3 for output, remember that you can use it for the Direct-to-Disk rendering feature of converting a Band-in-a-Box song to a WAV file (described elsewhere).

Guitar Tuner

The Guitar Tuner is optimized for guitar and bass, though it may be useful with other instruments. Connect an electric guitar or bass to your computer's sound card Line-In, or tune an acoustic instrument using a microphone connected to the sound card Mic input. Play a pitch and the tuner will auto-range to determine the nearest note, and display the intonation of your instrument.

Press the on-screen [Tuner] button or select the *Window* | *Guitar Tuner* menu item to launch the Tuner Window.



Tip: There are detailed Guitar Tuner instructions in the online Help topic *Connecting an Instrument*.

The Guitar Tuner must be able to receive audio from your instrument via the line-in or microphone input of your sound card. Please make sure that either the *Microphone In* or *Line-In* is enabled in the Recording Properties of the Windows Mixer (or the appropriate Mixer application for your sound card).

Master Tuning

This function allows you to tune your sound card or module to another instrument, as well as adding a testing function to see if your sound card supports Master Tuning. A setting of 0 is the default A = 440. Select the *GM* | *Master Tuning* menu item to launch the **Master Tune** dialog.

Tip: Not all sound cards/modules support the Master Tuning feature. To see if your sound card supports Master Tuning, press the [TEST] button in the dialog shown above.

Dynamic 3D Drum Kit Window

This sizeable drum window is an animated 3D display of a complete MIDI drum kit with all 61drum sounds displayed on their respective instruments. Watch the drums being played or play-along/record by using QWERTY keys or a mouse.

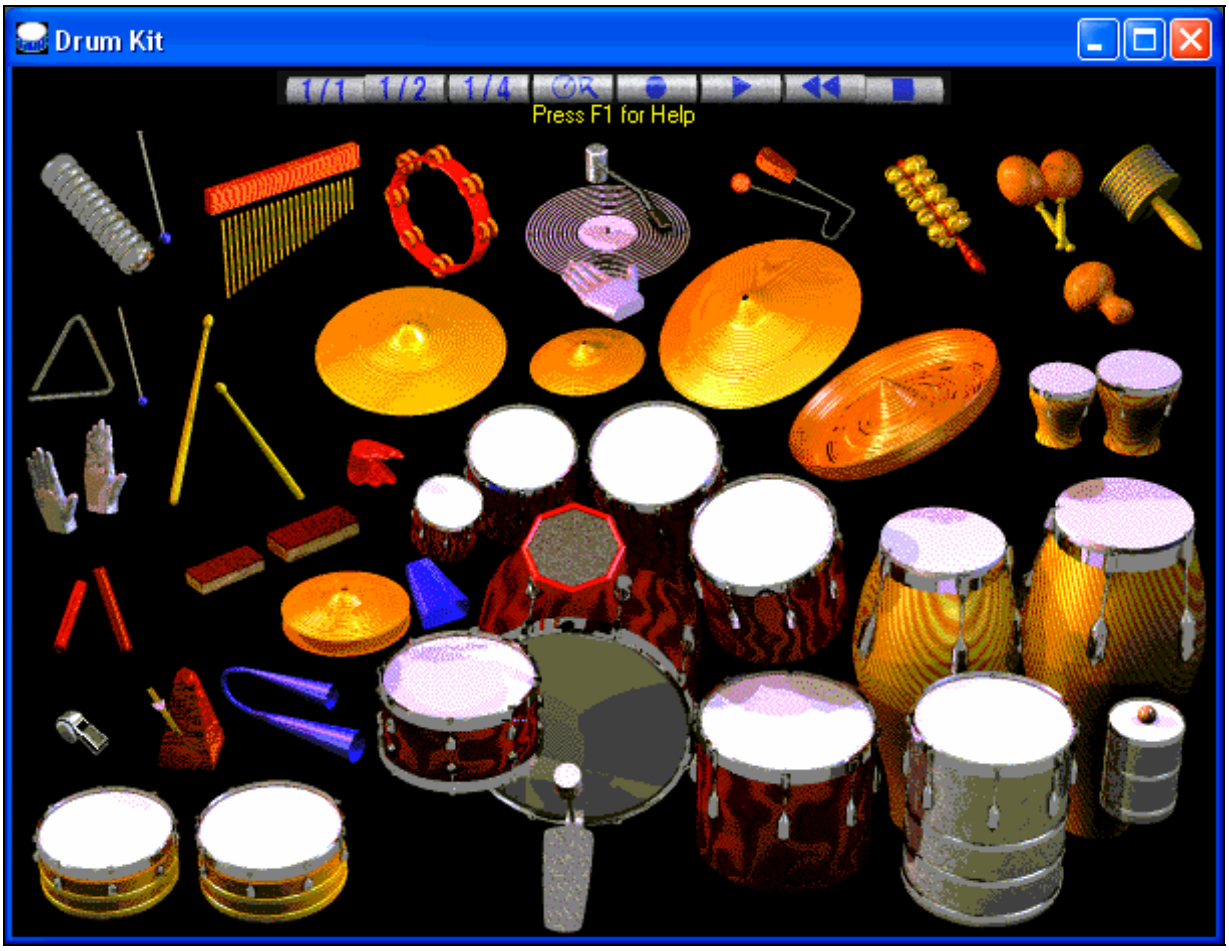
To launch the Drums window, click the Drums button in the View Panel**.** You can do several things with the Drums Window:

- Watch the Drum part being played on the Drums window in real time.
- Play along with the drums in real time by mouse clicking on the drum instruments, or using the QWERTY keys. The computer keyboard, the piano key number, and sound names can all (optionally) be made visible on the hint line by moving your mouse cursor over a given instrument.
- Record a drum part into PowerTracks.

Drum Display

All the **General MIDI** percussion instruments are shown. Some percussion instruments are triggered by multiple MIDI notes. When a sound is controlled by more than one MIDI note, a percussion instrument will show different behavior in response to the different notes. For instance, the Hi-Hat responds differently to Close Hat, Pedal Hat, and Open Hat MIDI notes.

The **Drum Kit** window can be resized to tile or fit with other windows of interest, or the drums can be moved off-screen. The window looks best if your computer display is in High Color (16 bit) or True Color (32 bit) video mode.



The onscreen instruments may be played by mouse clicking or by pressing the appropriate computer keys. There is an option to display all the QWERTY names on the drums at the same time, so that you can see what keys to hit without having to mouse over the instrument. When playing by mouse click or computer keys, the **Shift** key can be used to switch the velocity between two user-specified levels (i.e. loud=100 and soft=50).

The drums that you play show up in green; the computer played drums are red.

The multi-note instruments send different MIDI notes to your sound source, depending on where you "click" on the instrument. For instance, the Kick Drum can send three different notes: Ac. Bass Drum (MIDI note 35), Bass Drum 1 (MIDI note 36), and Square Kick (MIDI Note 32).

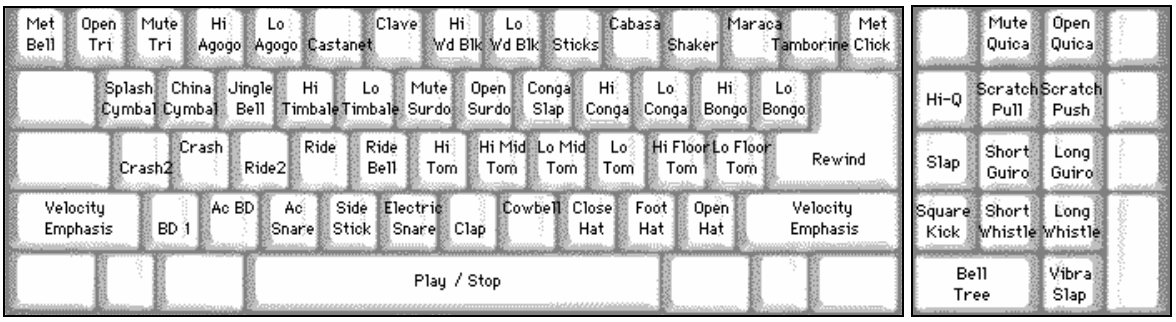
Control Buttons:

- **Record**: Puts Band-in-a-Box in Record mode so drums can be recorded.
- **Play**: Starts song playback.
- **Rewind**: **Stop** and **return** to song start.
- **Stop**: Stops song playback.
- **Size Buttons 1/1 - 1/2 - 1/4**: Clicking on these buttons changes the size of the drums window to full size, half size, or quarter-size. (You can also resize the drums window to any size by dragging a window border.)
- **Settings**: Adjusts program behavior. See settings window section below.
- **Help**: To launch the drum Help File, press **F1**.

Computer "QWERTY" Keys

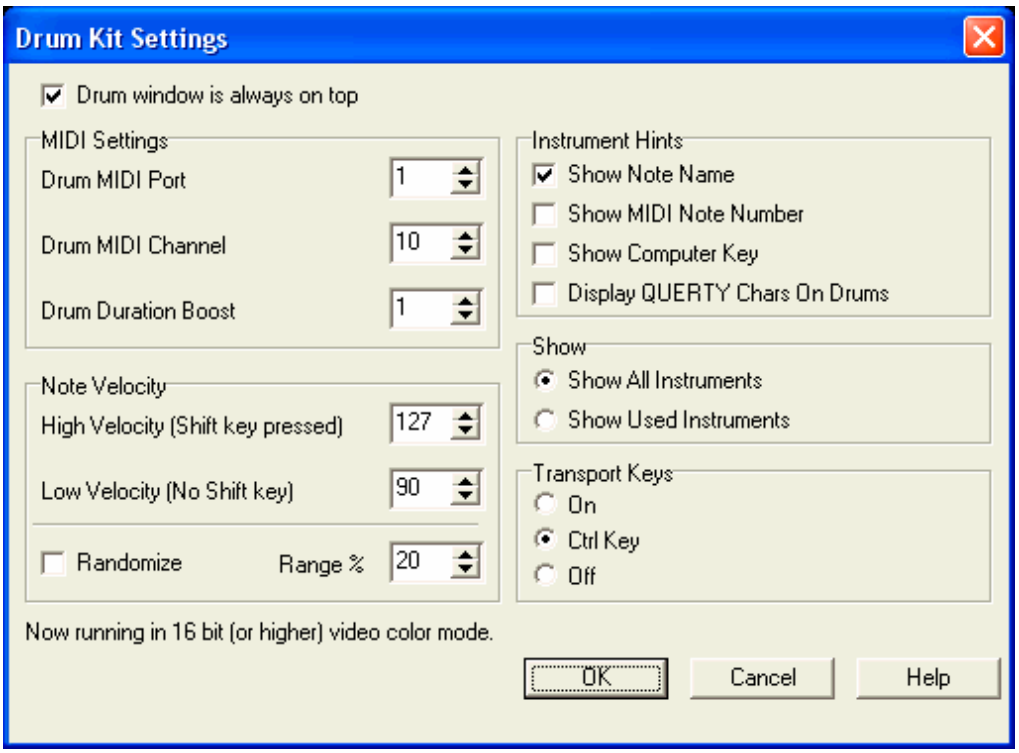
Press computer keys to play drums.

Drums are grouped on the computer keyboard by category. The kick, snare, and hi-hat sounds are on the lowest keyboard row. The lower-middle row contains toms and cymbals. The upper-middle row contains Latin drums, and the top row contains Latin hand percussion. The Numpad keys contain the rest of the Latin hand percussion plus the electronic tones.



Settings Dialog

Press the **Settings** button to adjust the various **Drum Kit Settings**.



Drum window is always on top

Use this checkbox to keep the Drums window on top of other program windows.

Note Velocity

When playing drums with a mouse or computer keys, the shift key toggles between two levels of note velocity, which can be set any way desired.

Randomize

Use this checkbox to enable the program to send random velocity levels when playing the drums, handy when using non- velocity sensitive devices. "Range" refers to the range of velocities. For example, if velocity is set to 127, and the random range is set to 20%, notes would vary between 127 and 102.

Instrument Hints
Customize the appearance of the Hint line.
- Show Note Name
- Show MIDI Note Number
- Show Computer Key

Show
"Show All Instruments" shows all instruments in the drum window.
"Show Used Instruments" displays the basic trap kit, but does not display any extra instruments unless they are used in a song.

The drum window is cleared each time **Play** or **Stop** is pressed.

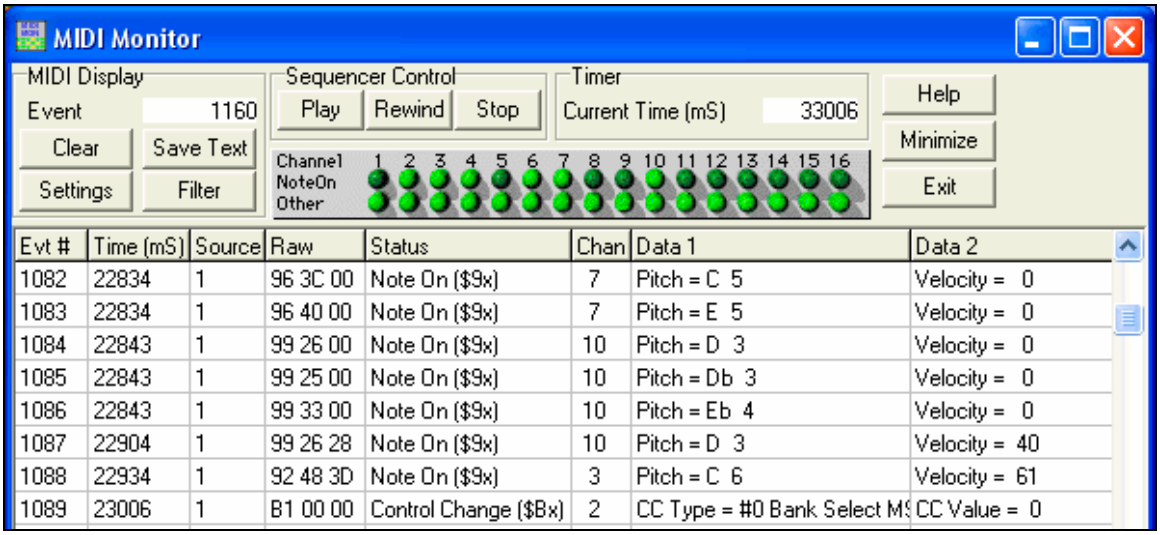
MIDI Monitor

MIDI Monitor displays a listing of data received from computer MIDI Input and/or Band-in-a-Box output, useful for educational or diagnostic purposes.

The MIDI Monitor opens with the [MIDI] button on the main screen toolbar, or with the menu command *Window | MIDI Monitor*.

Tip: To display the data received from the computer MIDI Input, the MIDI THRU option must be enabled in Band-in-a-Box.

MIDI Monitor- Main Window


MIDI Monitor
MIDI Display
Event 1160
Clear
Save Text
Settings
Filter
Sequencer Control
Play
Rewind
Stop
Timer
Current Time (mS) 33006
Help
Minimize
Exit
Channel 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
NoteOn
Other
Evt # Time (mS) Source Raw Status Chan Data 1 Data 2
1082 22834 1 96 3C 00 Note On ($9x) 7 Pitch = C 5 Velocity = 0
1083 22834 1 96 40 00 Note On ($9x) 7 Pitch = E 5 Velocity = 0
1084 22843 1 99 26 00 Note On ($9x) 10 Pitch = D 3 Velocity = 0
1085 22843 1 99 25 00 Note On ($9x) 10 Pitch = Db 3 Velocity = 0
1086 22843 1 99 33 00 Note On ($9x) 10 Pitch = Eb 4 Velocity = 0
1087 22904 1 99 26 28 Note On ($9x) 10 Pitch = D 3 Velocity = 40
1088 22934 1 92 48 3D Note On ($9x) 3 Pitch = C 6 Velocity = 61
1089 23006 1 B1 00 00 Control Change ($Bx) 2 CC Type = #0 Bank Select M CC Value = 0

MIDI Display Controls

Event The current event number since the display was last cleared.

Clear Clears MIDI Display, Event counter, and Channel Activity panel.

Save Text Save a tab-delimited text file of the data in the MIDI display. The file can be opened with a word processor or spreadsheet program, for printing or further study. Various Save Text options can be adjusted in the Settings window.

Settings Open the Settings dialog, to adjust display behavior. The display can be modified to suit the task at hand.

Filter Open the Filter dialog, where receive settings can be adjusted.

Sequencer Control
The [Play], [Rewind], and [Stop] buttons control song playback without the need to return to the main Band-in-a-Box screen.

Timer
A millisecond timer useful for viewing timing relationships between messages.

To use Band-in-a-Box to measure in milliseconds- set Band-in-a-Box PPQN to 480, and Band-in-a-Box tempo to 125 BPM. With this special resolution and tempo, tick values in the Event List window will correspond to milliseconds.

Current Time - The millisecond count since the timer was last started. Click anywhere in the Timer area to clear the Current time, setting it to zero.

Channel Activity Panel

This panel has an array of "LEDs" to show which channels are active.

MIDI Display Area

The MIDI Display area at the bottom of the main window, displays the data generated by Band-in-a-Box and/or data received at the computer MIDI input. Each row is a single MIDI event.

Evt # Event number, starting from when the display was last cleared.

Time (mS) The time in milliseconds of the event, from when the timer was last cleared.

Source Int means the event was generated by Band-in-a-Box, and Ext means the event was generated by an external MIDI Device attached to the computer MIDI In port.

Raw The raw bytes representing each MIDI message. Most MIDI Message types contain three bytes, but some messages contain one or two bytes. Sysex messages can contain an arbitrary number of bytes. This field is blank in the case of Sysex messages. With Sysex messages, up to 16 "Raw" bytes are displayed in the Data fields. Long Sysex messages are displayed on multiple lines, at 16 bytes per line.

Status Text name of the Event type.

Chan MIDI channel of the Event. This field is blank for System messages (values from $F0 to $FF). System messages do not have an associated channel.

Data 1 Text name for the meaning of the first data byte of the MIDI message. For some messages such as Pitch Bend or Song Position Pointer, the value of both data bytes 1 and 2 are calculated and displayed in Data 1.

Data 2 Text name for the second data byte of a MIDI Message.

Note: Some MIDI messages, such as Program Change or Channel Pressure, have only a single Data byte, and the Data 2 field will be blank. Also, some MIDI Messages have no data bytes, in which case both Data fields will be blank.

Display Filter

The Display Filter dialog allows you to select what MIDI events will be recognized by the MIDI Monitor program.

Tip: Virtually any combination of display events can be selected in the filter. It is therefore possible to select combinations that do not display any MIDI events at all. If you find that you are not receiving what you expected re-examine these settings.

Sound Blaster Support

This includes a built-in AWE Editor, allowing you to edit the synthesizer sounds on the AWE 32/64 series and to directly load Sound Fonts. There are also on-screen buttons to launch the Sound Blaster applets that control the MIDI Synthesizer (AWE Control) and Mixer on the Sound Blaster card.

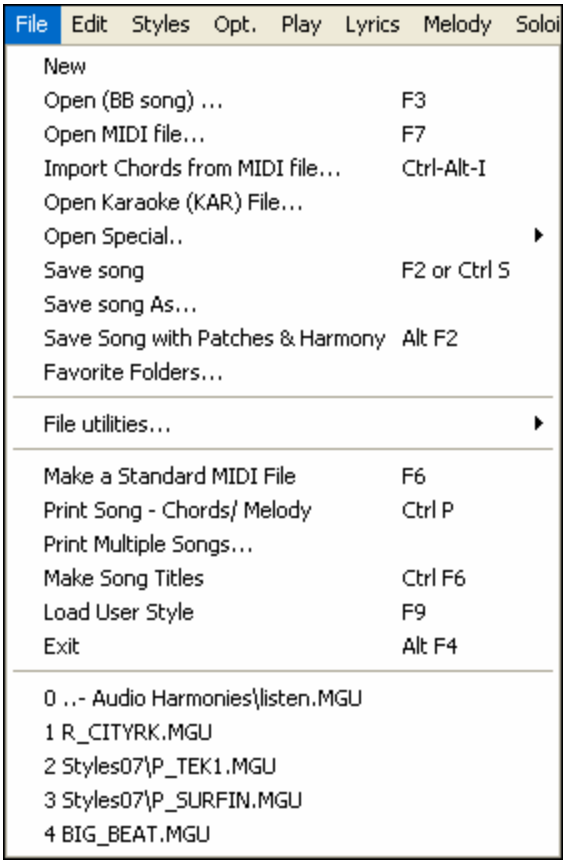
Press the [SB] button at the right of the main screen toolbar, or select *GM* | *Run Other Program* to run the Sound Blaster applet.

Chapter 14: Reference

Band-in-a-Box Menu Descriptions

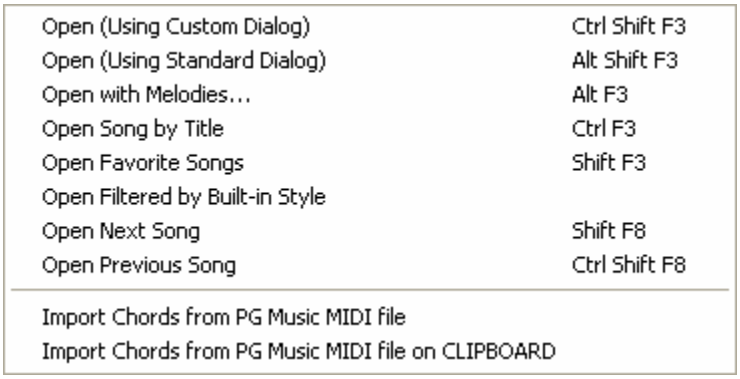
This chapter gives line-by-line descriptions for all Band-in-a-Box menus.

File Menu



New is used to blank the chordsheet and start a new song.
Open (BB song) is used to open an existing Band-in-a-Box song.
Open MIDI file loads a MIDI file into Band-in-a-Box and the MIDI file will play with the chords intelligently interpreted on-screen.
Import Chords from MIDI File uses the MIDI File Chord Wizard to interpret chords from any midi file, and also read tracks to the melody and soloist tracks.
Open Karaoke (KAR) File opens Karaoke files directly in Band-in-a-Box, displaying the lyrics and chord symbols for the song.

Open Special opens a sub-menu with more options for opening songs.

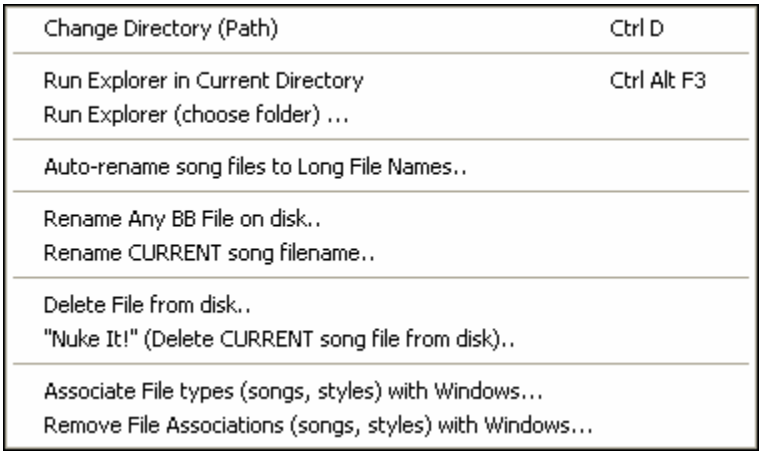

Open (Using Custom Dialog) Ctrl Shift F3
Open (Using Standard Dialog) Alt Shift F3
Open with Melodies... Alt F3
Open Song by Title Ctrl F3
Open Favorite Songs Shift F3
Open Filtered by Built-in Style
Open Next Song Shift F8
Open Previous Song Ctrl Shift F8
Import Chords from PG Music MIDI file
Import Chords from PG Music MIDI file on CLIPBOARD

Open (Using Custom Dialog) uses the custom dialog that allows long-file-names, font selection, and even remembers its settings (unlike the standard windows 95/98 dialogs).
Open Using Standard Dialog uses the standard windows 95/98 dialog.
Open with Melodies lists only song files that have melodies (*.mg?).
Open Song by Title allows selection of songs by displaying the full title of the song (not 8 character file name). A search function allows you to search the title list for a word or phrase to quickly find a title. For example, type in "Oldfolks" and the search will find the song title "Old Folks at Home," as well as any other songs with "Oldfolks" in the title.
Open Favorite Songs opens the dialog that shows the last 150 songs played.
Open Filtered by Style loads only song in current style.
Open Next Song and **Open Previous Song** will open the next/previous song in alphabetical order. If the song loaded has a file name of "Paul," choosing load-next-file will find the next file in alphabetical order after Paul, maybe it would be "Peter." **Shift+F8** and **Ctrl+Shift+F8** are the hot keys for this.
Import Chords from PG Music MIDI file will read in the chord symbols from PG Music MIDI files made by programs like Band-in-a-Box or PowerTracks Pro Audio. Note that it won't read in the chords from a MIDI file that doesn't have special chord symbols typed in to it, i.e., it doesn't interpret chords.
If you want to interpret chords from any midi file, use the *File | Import Chords From MIDI File* option instead.

Tip: If you're working with a lot of Band-in-a-Box songs doing editing etc., remember the "Open Next Song" commands – they will save you a lot of time!

Save song saves current song under original title.
Save song As... is to save songs (*.?G?).
Save Song with Patches & Harmony. If you would like to save certain patches with a song, then type in the number of the patch (instrument) that you would like. Leave the other instruments at zero (0) for No Patch change. Remember that - as with all other Band-in-a-Box functions - you use the General MIDI number for the instrument, regardless of the synth you are using.
Favorite Folders… opens a list of recently used folders for quick access.

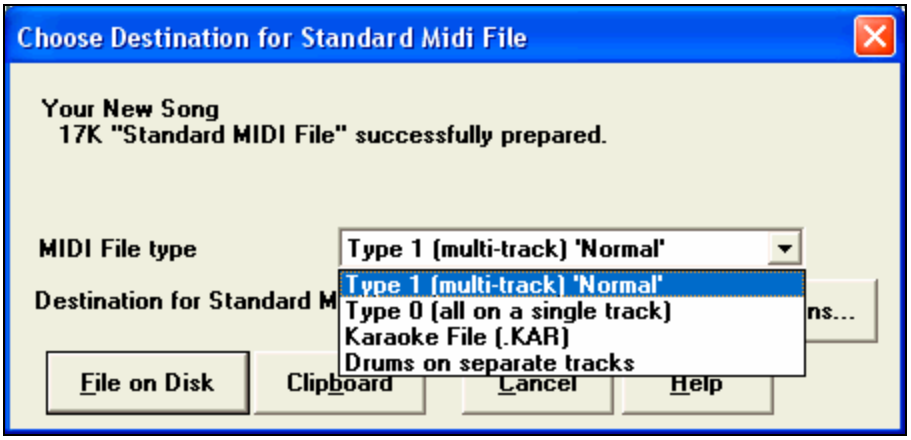
File utilities… opens a sub-directory of file utilities.


Change Directory (Path) Ctrl D
Run Explorer in Current Directory Ctrl Alt F3
Run Explorer (choose folder) ...
Auto-rename song files to Long File Names..
Rename Any BB File on disk..
Rename CURRENT song filename..
Delete File from disk..
"Nuke It!" (Delete CURRENT song file from disk)..
Associate File types (songs, styles) with Windows...
Remove File Associations (songs, styles) with Windows...

Change Directory (Path) opens the Browse Folder window where a new directory can be selected.

Run Explorer in Current Directory launches Explorer. Pressing **Ctrl+Shift+F3** is the usual way to get to this item, and will quickly open Explorer. Once Explorer is open, you could double click on a song or style to load it in. (Assuming that there is a file association for Band-in-a-Box songs and styles made in Explorer.)
Auto-rename song files to Long File Names will rename all song files in the current directory to long file names, using the song title as the name.
Rename Any File on disk… or **Rename CURRENT song filename** allows you to rename files.
Delete File from disk deletes a song file without exiting the program
"Nuke It!" (Delete CURRENT song file from list).. deletes the current song.
Associate File types (songs, styles) with Windows… / Remove File Associations (songs, styles) with Windows… will associate (or remove associations for) the file types for Band-in-a-Box songs and styles in Explorer. Once set, this means that you can double click on a song or style in Explorer and Band-in-a-Box will open up with that song or style.
Make Standard MIDI File makes a standard midi file. You can save in Type 1 (multi-tracks) or Type 0 (single track) files. Karaoke MIDI files are also supported.

To save a MIDI file as a Type 0, 1, or Karaoke file, press the MIDI file button, and choose the desired MIDI file type.



This button saves a MIDI File to Disk. You can then load the MIDI File into your sequencer for further editing.

This button copies the MIDI File to the Windows Clipboard. Then you can clipboard-paste Band-in-a-Box MIDI data to PowerTracks Pro Audio, Cakewalk, etc.

Go to *Opt.* | *Preferences* and press the [MIDI File] button to open the **MIDI file options** dialog box to control how the Melody, Solo, and Harmony are written to a MIDI file.

Print Song - Chords/Melody opens the Print Options dialog.

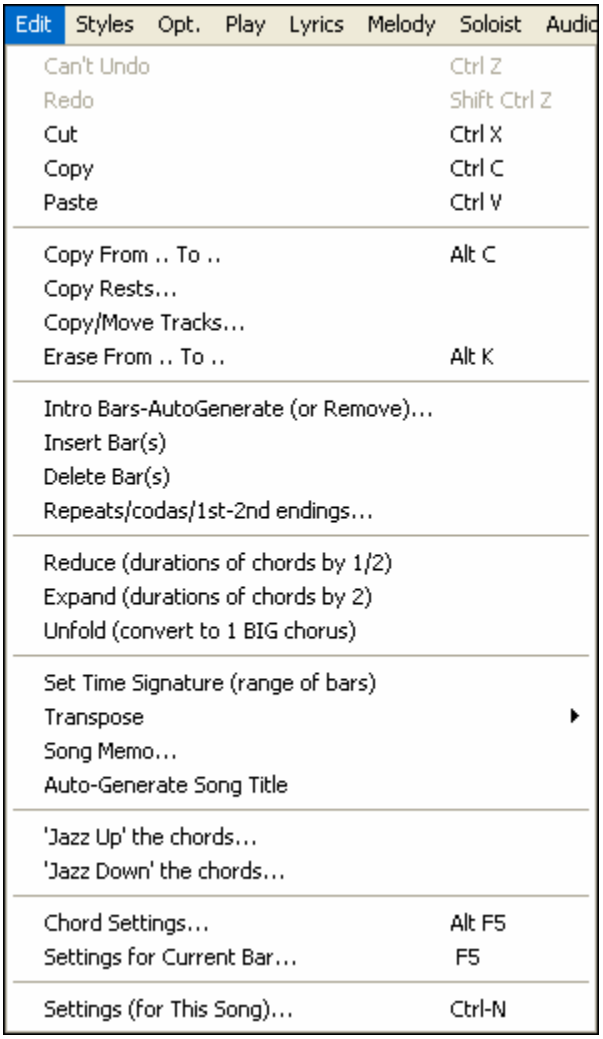
Print Multiple Songs… prints all songs, or just selected songs, in a song directory.

Make Song Titles allows you to assign long, full titles to song filenames.

Load User Style allows you to choose a user style. (See Selecting Styles.)

Exit to exit completely from the Band-in-a-Box program.

Edit Menu



Edit | Undo and **Edit | Redo** allow you to undo or redo most operations.

Edit | Cut functions like a delete command to remove bars from a song.

Edit | Copy and **Edit | Paste** are to copy chords. Copying a section of chords can be done in the same manner as copying text in a Windows word processor.

Copying Chords to the Windows Clipboard

- Select the region to copy.
- Place the mouse cursor at the bar to begin the selection. Then, holding down the left mouse button, drag the mouse over the region. As you do this you will see that the region will be inverted (i.e. looks dark).
- When you have selected the desired region of chords to copy, release the mouse button.

Copy the selected region to the clipboard with the on-screen copy button, the keystrokes **Ctrl+C**, or the *Edit |Copy* menu item.

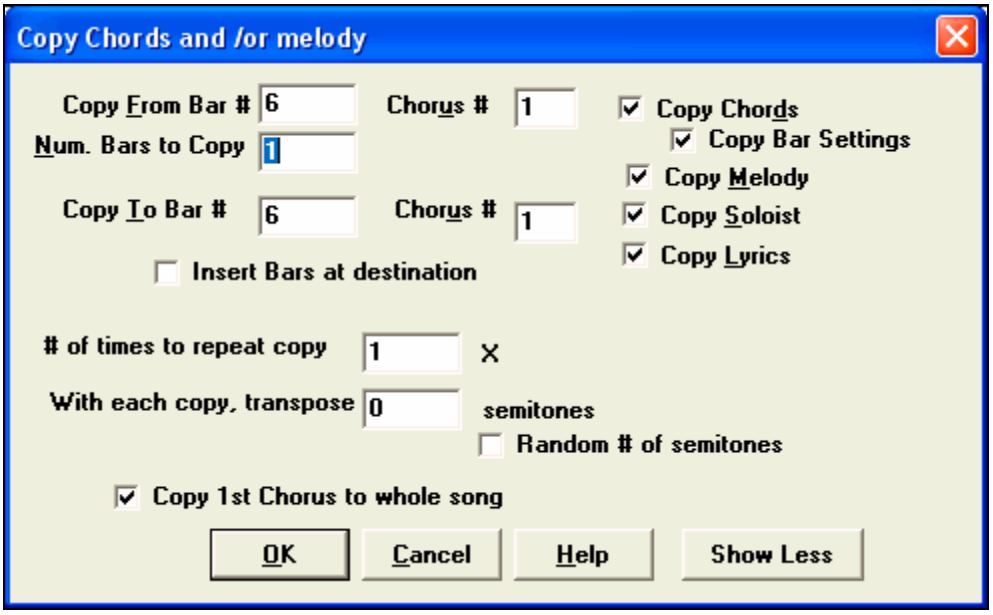
Pasting Chords from the Windows Clipboard

- Assuming you have already copied some chords to the clipboard, you are then ready to paste the copied chords into another part of your chordsheet.
- Move the highlight cell to the bar to begin the paste of chords.
- Copy the chords at the highlighted bar with the on-screen paste, the keystrokes **Ctrl+V**, or choose the *Edit | Paste* menu item.

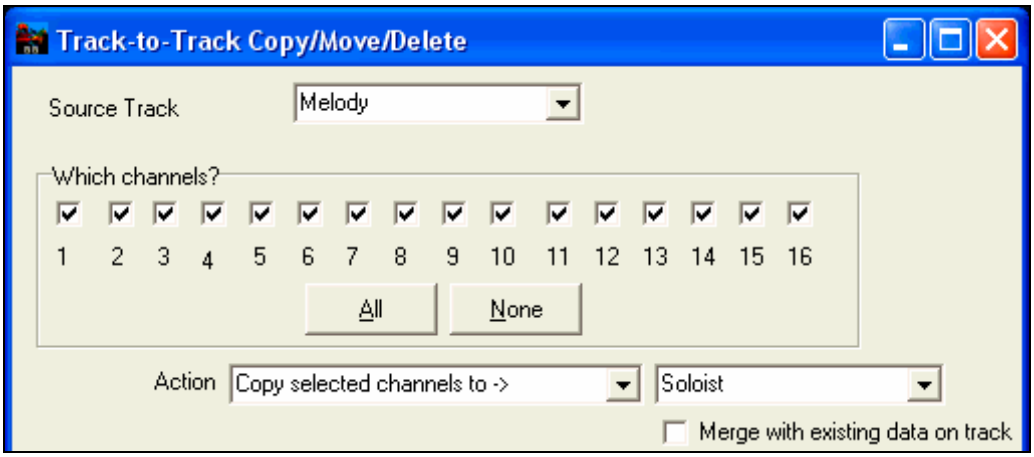
Tip: The copied section remains in the clipboard and can be used repeatedly. If your song is in the form verse-verse-bridge-verse, you can simply copy the first verse to the clipboard, and then paste in the other verses. The clipboard contents remain even if you load in a new song, so you can copy and paste between songs.

Copy From…To… / Copy Rests / Erase From… To…

One of the best ways to copy chords is the *Copy From… To…* command, or pressing **Alt+C**, which will launch the **Copy Chords and/or melody** dialog. The *Copy Rest* command will similarly bring up the **Copy Rests** dialog to allow copying of rests. The *Erase From… To…* command launches the **Erase Chords and/or melody** dialog. These dialogs allow you to specify the number of bars to copy or erase, the location to copy to, and the option to copy or erase the Chords, Melody, Soloist, and/or Lyrics.



Copy/Move Tracks opens the **Track-to-Track Copy/Move/Delete** dialog, which allows copying from one track to another.



Source track can be any of the Band-in-a-Box tracks – Bass, Drums, Piano, Guitar, Strings, Melody, or Soloist.

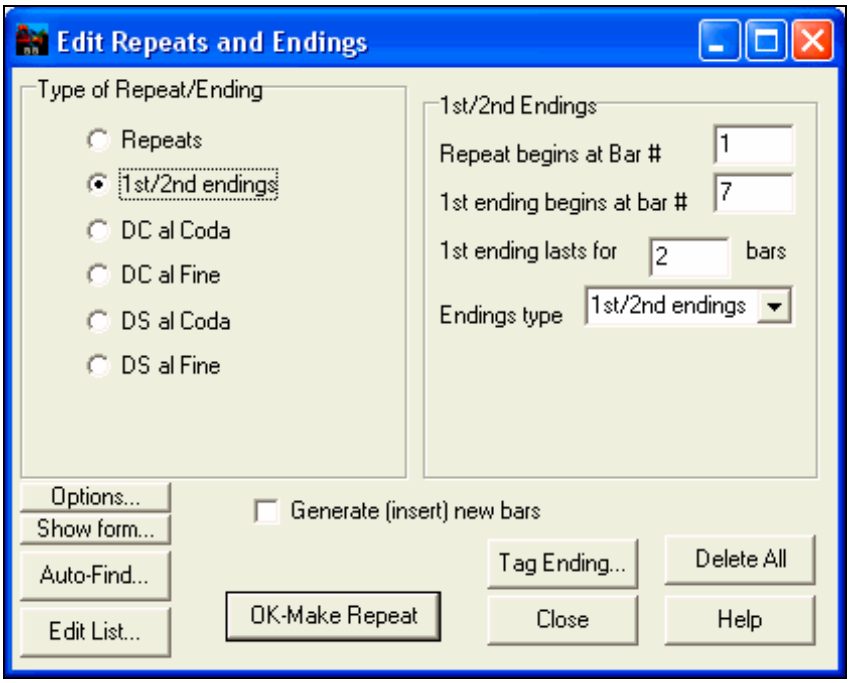
The track to "Copy/Move selected channels to ->" can be Melody or Soloist (since these are the only tracks that are editable in Band-in-a-Box).

Intro Bars - Auto Generate (or Remove)
This command will launch the *Generate Intro* dialog where you can specify the characteristics of the intro you wish to generate. For more information on this feature please refer to the Automatic Intro section.

Insert Bar(s) inserts a certain # of bars into the chordsheet.

Delete Bar(s) removes a certain # of bars from the chordsheet.

Repeats/codas/1st-2nd endings
You can add repeats and endings so that the Lead Sheet window will display and print using 1st /2nd endings. You can add your own repeats and endings by choosing this menu command to open the **Edit Repeats and Endings** dialog.



Reduce (durations of chords by 1/2) cuts chord durations by 50% (e.g., 4beats>>2beats; 2beats>>1beat).

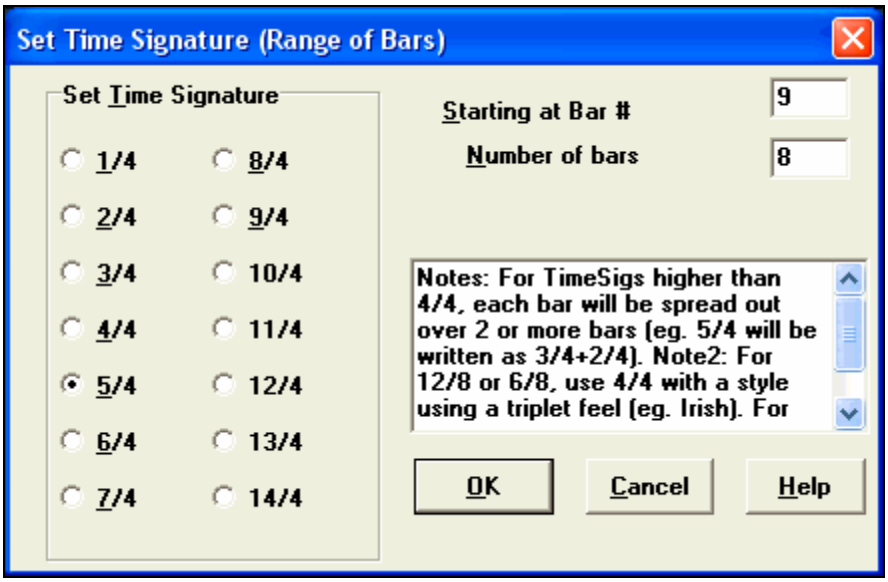
Expand (durations of chords by 2) doubles the durations of chords (e.g., 1beat>>2beats; 2beats>>4beats).

Unfold (convert to 1 BIG chorus)

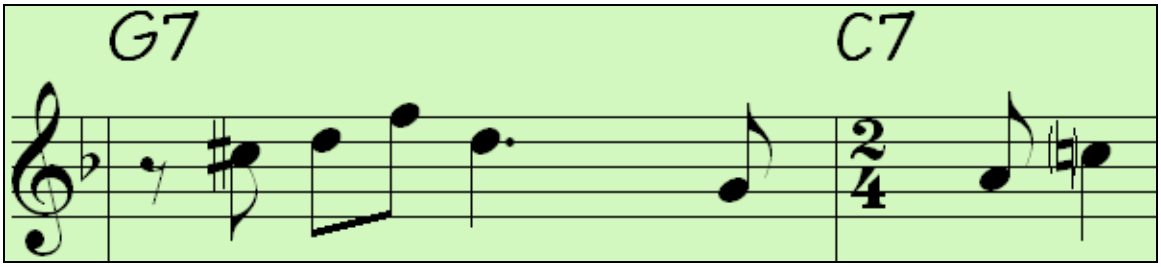
Choose this command to unfold a multi-chorus song into one BIG chorus. When selected, Band-in-a-Box will display all choruses and verses of a song without loops or repeats. It is useful, for instance, when you have a song with 3 choruses and want to convert it to a single large chorus, or to customize a song with the "Edit Settings for Current Bar" feature to change meter, tempo, patches, styles, and/or harmonies and generate a MIDI file for export.

Set Time Signature (range of bars)

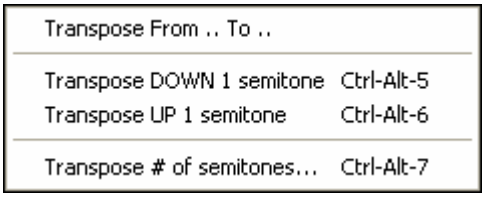
You can assign a specific time signature at any bar and apply it to a range of bars, as often as you want. For example, to have one 5/4 bar, bar 13, select this menu item, and toggle the 5/4 button. Then, type in the bar beginning (13) and number of bars (1) in the space provided.



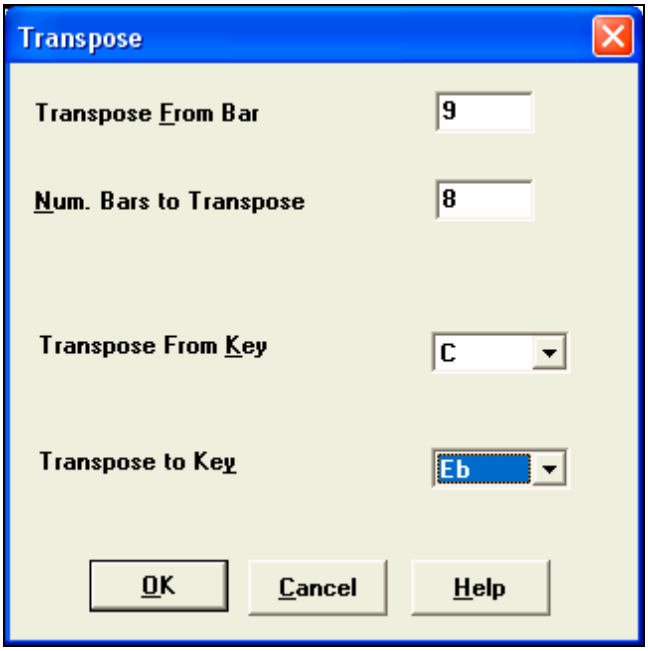
Time signature changes are printed on the Notation and Lead Sheet.



Transpose


Transpose From .. To ..
Transpose DOWN 1 semitone Ctrl-Alt-5
Transpose UP 1 semitone Ctrl-Alt-6
Transpose # of semitones... Ctrl-Alt-7

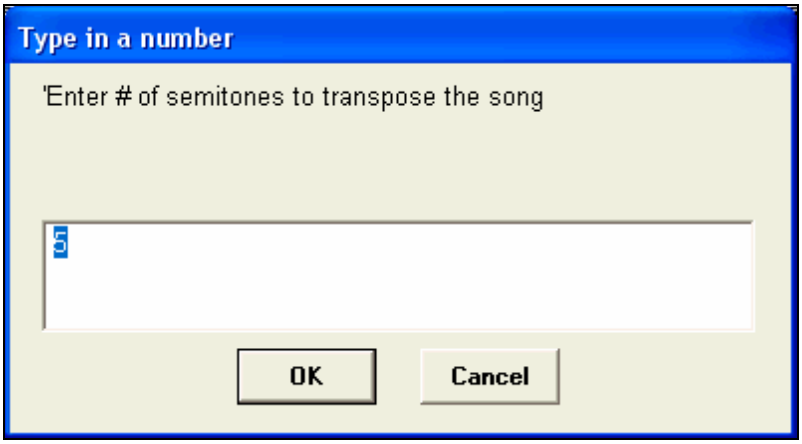
This menu command opens a submenu with both manual and automated options for transposing the complete song or selected parts of the song.



Transpose From .. To .. launches the **Transpose** dialog for transposing a particular section of the song. The bar values can be typed in manually or you can transpose a portion of a song by highlighting the region you wish to have transposed, selecting this menu item, and typing in the new key you wish to transpose to.

Transpose DOWN or *UP 1 semitone* transposes the entire song. This can be done while the song is playing. Band-in-a-Box will pause briefly, and then resume playing in the new key at the same place in the song.

Transpose # of semitones opens a dialog where you can type in the number of semitones to transpose the song.



Song Memo…

A song memo of up to 2000 characters may be added. When a song has a memo associated with it the word Memo highlights in pink.

Clicking on the [Memo] button launches the **Song Memo** dialog, where you can type or edit a memo about the song and select an "Auto-open" option that will show the memo each time the song is loaded.

Auto-Generate Song Title allows you to generate a title for a song. There is also a button on the main screen for this.

'Jazz Up' The chords

This will "Jazz Up" the chords by changing chords like C and Cmaj to 7th and 6th chords. Song embellishment will be turned on for the song. Select the type of 7ths from the list box, and then click on the [OK – Jazz UP] button.

'Jazz Down' The chords

This will "Jazz Down" the chords by changing chords with 7ths (e.g. C7) to triads (e.g. C) and 9ths and 13ths to 7th chords. Song embellishment is turned off. Press [OK – Jazz Down] to proceed.

Chord Settings…
This launches the **Chord Options** dialog box, where you can put in rests and pushes. You can launch the Preview, Chord Builder, or Chord-Substitution Functions from this window.

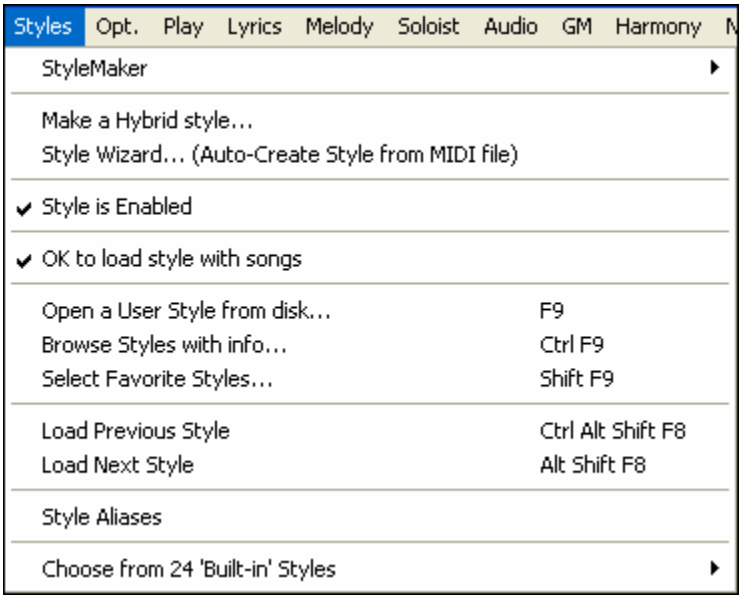
The **Chord Options** dialog box can also be opened with the chord options button, with the keystrokes **Alt+F5** or with a right mouse button click on the chordsheet.

Settings for Current Bar…
This command opens the **Edit Settings for Current Bar** dialog where you can change meter, tempo, patches, styles, and/or harmonies at the current bar. This dialog is covered in detail elsewhere in this manual and in the online Help.

Settings (for This Song)…

The **Song Settings** dialog can also be accessed by pressing the [S] settings button on the main screen under the song title. These settings are fully explained in the PowerGuide chapter.

Styles Menu

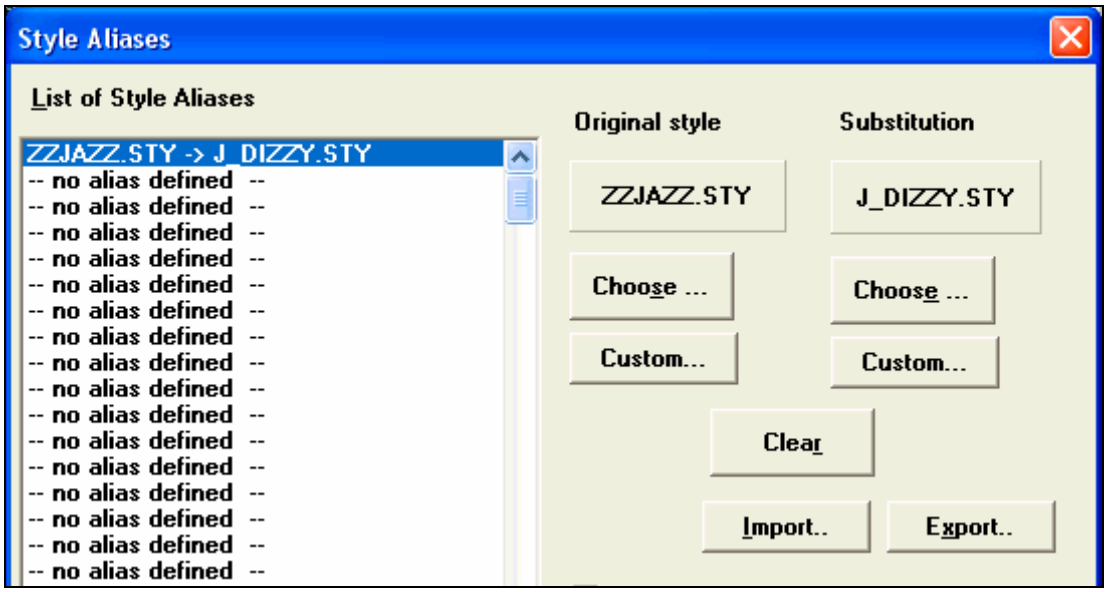


StyleMaker

This opens a submenu with three StyleMaker options.

New - Make A New Style
This function allows you to begin to create a new style, using the StyleMaker feature. See online Tutorial #6: StyleMaker - Making a New Style.
Edit a Style
This allows you to edit an existing style (*.STY) from disk. The resulting style can then be saved with the same name or a different name. This function uses the StyleMaker. See online Tutorial #5: StyleMaker – Editing Styles.
Edit Current Style
This allows you to quickly get into the StyleMaker to edit the current style. The current style is the style that is displayed in the Style Box on the main screen.
Usually you would use **Ctrl+F9** to do this quickly. See online Tutorial #5: StyleMaker – Editing Styles.

Make a Hybrid Style
The "Hybrid Styles" feature allows you to play and create a style that has instruments from up to five different styles! You can, for example, play a song with a Reggae bass, Rock drums, Salsa piano, or any combination of up to five styles that you want.
Style Wizard (Auto-Create Style from MIDI file)
Launches the **Style Creation Wizard**, which automatically converts a MIDI file (.MID) to a Band-in-a-Box Style (.STY). Simply open a MIDI file, select your options, and press "Save-As Style."
Style is Enabled
This item will Enable or Disable the style. When disabled, the name of the style will have an X at the beginning, which indicates a disabled style. The disabled style won't sound or write any data to the MIDI file. The most common use for disabling a style is when a MIDI file is loaded to the Melody track. Then the style won't sound and conflict with the full arrangement on the Melody track.
OK to load style with songs
Normally this is checked so that songs load with the associated style. But let's say we've discovered a new style, and want to try it out on many different songs. In that case we would ensure that this item is NOT checked. Then when a song is loaded it will play in the new style we are trying out.
Open a User Style from disk…
Styles can be selected and loaded with Long File Name dialogs.
Browse Styles with info…
Opens the **StylePicker** window with complete style information.
Select Favorite Styles…
Opens the **Favorite Styles** dialog, which contains a list of the most recent 150 styles used. Since these are ordered based upon how often they are used, we call this the "favorite styles" list. Since you can also store user-definable favorite lists, we also refer to them as Set Lists.
Load Previous Style, Load Next Style.
This function, like the Load Next Song function, loads in the previous (or next) style in alphabetical order of the file name. These functions are in the *Styles* menu, and accessible with the hot keys **Ctrl+Alt+Shift+F8** (or **Alt+Shift+F8**).
Style Aliases
You can create an alias so that when Band-in-a-Box looks for a style, it will load its alias instead, so when you have found a new favorite style just change the alias and you don't have to change all of your songs.



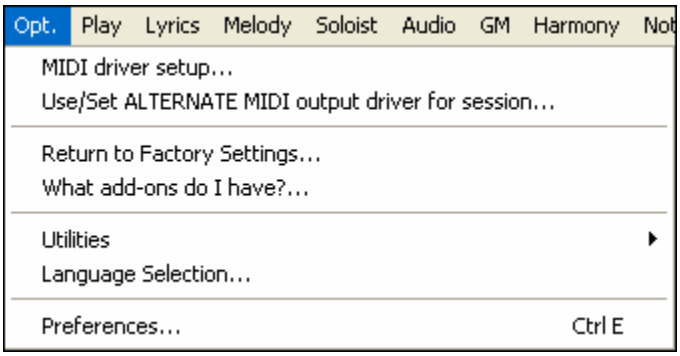
- To create a new alias, click on an empty spot in the Alias list, or click on the alias you wish to edit if you wish to change an existing alias.
- Press the [Choose] button below the Original Style box and select the style you wish to be replaced.
- Press the [Choose] button below the Substitution box and select the replacement style (alias).
- If you want to type in a style name use the [Custom] button.

When you have successfully made an alias, you will notice that there will be a small arrow in the Styles box on the main screen indicating that you have an alias loaded.

> **Tip:** You can temporarily totally disable the Alias feature by disabling the *Allow Any Style Aliases* checkbox found in the dialog. You can also have confirmation of alias substitutions by enabling the *Confirm Substitution* checkbox.

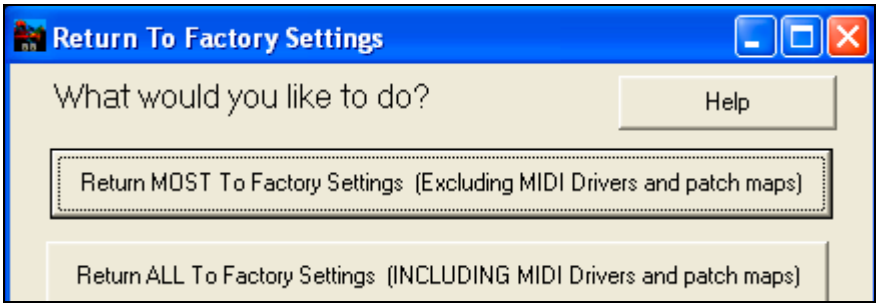
Choose from 24 "Built-in" Styles
Use this list as a convenient way to make a quick pick from the list of 24 original Band-in-a-Box styles. Once you load a style, the song will be played back using your chosen style and you can change the style any time.

Opt. Menu



MIDI Driver setup…
Select MIDI Input and MIDI Output drivers and choose a Synthesizer / Sound Card patch map. Select the [Run Driver Wizard] button for help with your selection. This topic is discussed in detail in the setup instructions.
Use/Set ALTERNATE MIDI output driver for session
Use/Set Alternate MIDI Driver for session, allows you to set a temporary MIDI Driver for a session, useful when your main MIDI Driver is "in-use" by another application.
Return to Factory Settings

Choosing this command will reset all settings to the default at the time of shipping. *Return to Factory Settings* also offers to nuke the drum kit and MIDI Driver choice, making the return to factory settings complete.

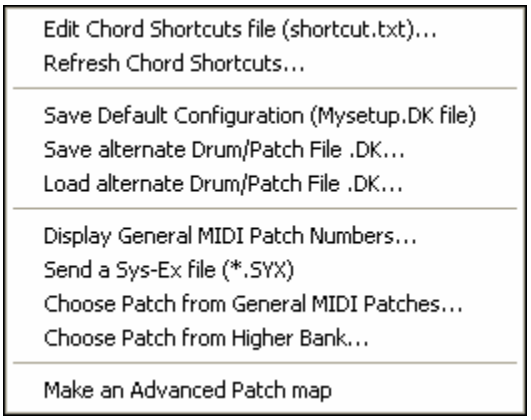

Return To Factory Settings
What would you like to do?
Help
Return MOST To Factory Settings (Excluding MIDI Drivers and patch maps)
Return ALL To Factory Settings (INCLUDING MIDI Drivers and patch maps)

If you choose MOST settings, the patch map and drum kit will be left intact, and not reset.

If you choose ALL settings, all settings will be reset to factory.

What add-ons do I have?…
An intelligent dialog, also accessible from the Help menu that will search your directory to tell you which add-ons you have and which you don't.

Utilities


Edit Chord Shortcuts file (shortcut.txt)...
Refresh Chord Shortcuts...
Save Default Configuration (Mysetup.DK file)
Save alternate Drum/Patch File .DK...
Load alternate Drum/Patch File .DK...
Display General MIDI Patch Numbers...
Send a Sys-Ex file (*.SYX)
Choose Patch from General MIDI Patches...
Choose Patch from Higher Bank...
Make an Advanced Patch map

Edit Chord Shortcuts file (shortcut.txt)… / Refresh Chord Shortcuts…

If you have found a chord that Band-in-a-Box doesn't recognize, you can add your own shortcuts in a text file that you make yourself called c:\bb\shortcut.txt and Band-in-a-Box will allow you to type in that chord in the future. Click on this menu command to open or create your own chord shortcuts file. Make sure to save the file after editing. Changes won't take effect until you choose *Edit* | *Refresh Chord Shortcuts.*…

The text file \bb\shortcut.txt allows you to add new chord shortcuts. If you find a chord that Band-in-a-Box won't accept, like Csus2 when it expects C2 instead, you can enter this on a single line (without the quotes) "Csus2@C2." Then Band-in-a-Box will enter the chord C2 whenever you type in Csus 2. You can also use it for shortcuts. For example, if you entered j@maj7 Band-in-a-Box would let you type Cj for CMaj7. See the file c:\bb\pgshortc.txt for examples of shortcuts.

Note: The shortcut.txt file doesn't ship with Band-in-a-Box or it would overwrite your file! The file c:\bb\pgshortc.txt should be used only by PG Music Inc. for shortcuts supplied with Band-in-a-Box.

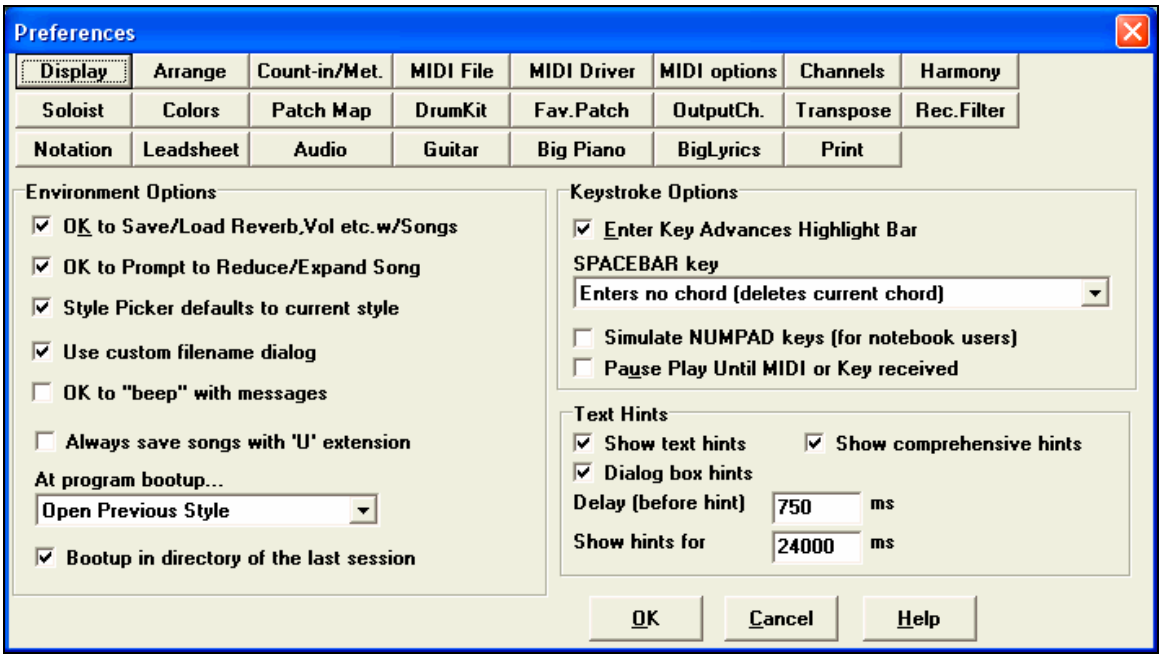
Save Default Configuration (Mysetup.DK file)
This will rewrite the Band-in-a-Box configuration file mysetup.dk with your current settings. This file contains:
- MIDI Channels/Patches/Volumes/Reverb/Chorus/Bank
- Patch Map
- Favorite Patches, Favorite Combos settings
- Drum Kit

Save / Load alternate Drum/Patch File .DK
Allows you to save different custom drum kits or load preset or custom kits.

Display General MIDI Patch Numbers
This opens the General MIDI Patch List for reference.
Send a SysEx file (*.SYX) is a command that sends SysEx information to your MIDI device.
Choose Patch from General MIDI Patches... allows you to select a patch for the currently selected instrument from an organized list of GM patches.
Choose Patch from Higher Bank... allows you to select a patch using the advanced search and higher bank/patch support capabilities.
Make an Advanced Patch map
Patch maps contain information for mapping the patches and drum notes to your synthesizer as well as Velocity offset, Octave offset, bank Controller 0 setting, bank Controller 32 setting, etc. There are also advanced options like sending a SysEx file by loading the .DK file.
These options are useful either if you have a newer synthesizer that supports bank changes and has nice patches in higher banks or if you have an older synth that requires custom mapping of sounds. To access these features tick the Enable Advanced Settings checkbox. Then, type in the values you would like to change. Say, for example, you have some great string sounds on your synth on Bank 4, Controller 32. With this feature you can save them as part of your Band-in-a-Box setup by clicking the [Save] button. This will append your MYSETUP.DK file to include all of the patches you like to use, regardless of where they are on your synth.

Language Selection
This allows you to change language from English to another language for display. If there are other languages supported by your version of Band-in-a-Box, then they will be displayed in this dialog box. International language support files are available for download from www.pgmusic.com.

Preferences…



This dialog box allows you to set various settings that are saved in the Band-in-a-Box for Windows configuration file called INTRFACE.BBW. You can open the dialogs with keystrokes by typing the underlined letter shown on the tabs. For example, you can open the "Arrange" Prefs tab by the keystrokes

- **Ctrl+E** to open the Prefs dialog, then
- **A** to open the Arrangement Options.

The underlined letter of the Prefs tab items indicates the hot key.

Environment Options

OK to Save/Load Reverb, Vol etc. w/Songs
Select this checkbox if you wish to embed Reverb, Volume, Pan, Chorus, and Bank information with songs for later recall, or if you wish to enable any such embedded information with songs that are loaded. The last settings that are in effect on the main screen instrument panel when you save the song will be recorded. Individual settings can be enabled/disabled in the *File | Save Song w/Patches and Harmony* menu item.
OK to Prompt to Reduce/Expand Song

If a style is changed with a different feel (16th notes instead of 8th notes), Band-in-a-Box will automatically offer to expand or reduce the duration of the chords, and change the tempo to accommodate the new style.

StylePicker defaults to current style

Since the StylePicker can now default to the current style, this option is available. If you want the StylePicker to stay at the style that you left it, de-select this item

Use custom filename dialog

When selected, the [Open] button, or the menu command *File* | *Open*, or the **F3** key will launch the custom **Open File** dialog. The custom **Open File** dialog has several advantages over the traditional Windows dialogs:

- The window is much bigger than the traditional one, allowing more room.
- There is a selectable font size and typeface.
- You can adjust the widths of the various columns.
- The Window remembers your settings.
- There are tabs at the top that allow sorting by name, date etc.

OK to "beep" with messages

Now that people have their sound cards hooked up to big speaker systems, a simple "beep" issued by Windows when an incorrect key is pressed can seem loud enough to "wake your neighbors." Setting the "silent beep" option allows Band-in-a-Box to visually flash the window title bar to get your attention, instead of generating an audible "beep."

Always save songs with "U" extension

At program boot up…

On session start, you can elect to have the last song or style that was used loaded in automatically. Or not.

Boot up in directory of the last session

On program boot up, the current directory will get set to the last directory used in the previous session.

Keystroke Options

Enter Key Advances Highlight Bar

The **Enter** key advances the highlight bar on the chord sheet. This speeds up the entry of songs for people who prefer to use the **Enter** key. When you enter a chord on the chord worksheet, press the **Enter** key to place your chord in the highlighted cell. The highlighted region will then move automatically to the next cell. The right arrow key can also be used to move the highlight cell.

SPACEBAR Key

There are three options for spacebar operation.

- Enters no chord (deletes current chord)
- Plays from current position (Ctrl – Space from start)
- Plays from start (Ctrl – Space from current pos.)

Simulate NUMPAD keys (for notebook users)

Notebook users often don't have a number pad so they can't use the Band-in-a-Box looping features (Ctrl+NUMPAD 1-6 keys). With this option the regular numbers can be used to trigger the looping feature. For example, pressing **Ctrl+2** will start playback of looped choruses.

Pause Play until MIDI or Key received

This allows playback to be started by a MIDI note received at the MIDI In port, or by pressing a key on the computer keyboard. Band-in-a-Box generates its arrangement, and then "stands by" for your start command.

Text Hints

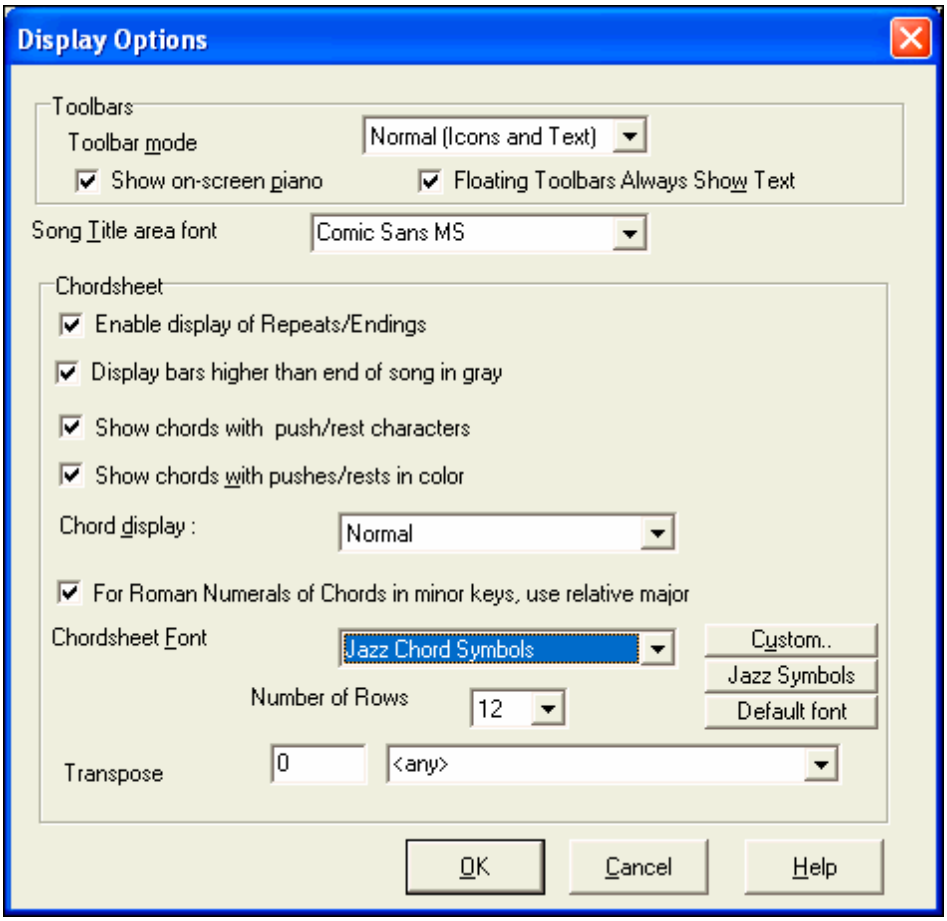
Choose to enable or disable the fly-by text hints, the comprehensive program hints, and/or the dialog box hints. Set the time delay in ms before the hint pops up, and the length of time it will display.

Preferences Buttons

Most program settings and options can be accessed from the rows of buttons at the top of the Preferences dialog.

Display Options

Display The [Display] button opens the **Display Options** dialog.



Toolbars

Toolbar mode settings are for the main toolbar. The Normal mode shows toolbar icons with text labels. Options are Text only, Icons only, or No toolbar.

Show on-screen piano shows or hides the on-screen piano.

Floating Toolbars Always Show Text toggles floating toolbar text off or on.

Song Title area font allows the selection of any installed font the song title.

Chordsheet

Enable display of Repeats/Endings allows repeats signs and 1st/2nd ending markers to be shown on the chordsheet.

Display bars higher than end of song in gray will "gray out" the bars on the chordsheet after the end of the song.

Show chords with push/rest characters

The push character is the caret symbol (^). So a C chord with a push is displayed as ^C. The rest character is a period (.) so a C chord with a rest is displayed as C. (C period). If you prefer to not see these characters displayed, then set this to false. These characters won't show up on the printout regardless of this setting.

Show chords with pushes/rests in color

If set to YES, pushes are displayed in GREEN and rests are displayed in RED. This only applies to the Chordsheet, not the notation.

Chord display

Use this setting to change the chord display from normal to Roman Numeral, Nashville, or Solfeggio.

For Roman Numerals of Chords in minor keys, use relative major

For minor keys, base roman numerals on the relative major. For example in key of Am, Am is either the Im chord or the VIm chord.

Chordsheet Font/Number of rows
You can choose the Font to use, and the # of rows per screen.

If you choose a Custom font, you can choose the size as well. If you choose one of the preset fonts, the size is set automatically to fit into the height of the chordsheet row.

If you click on the [Jazz Symbols] button then "Jazz Chord Symbols" will be selected and you will see shorthand Jazz chord symbols on the chordsheet.

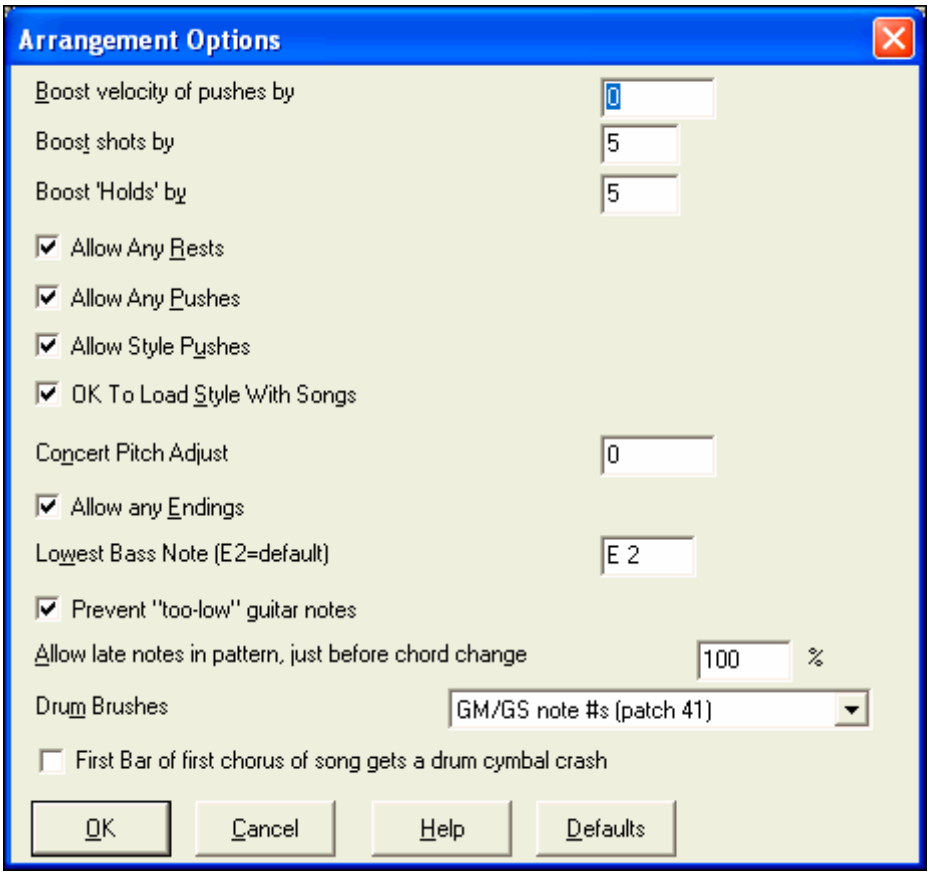
To revert to the classic style that used a small System font and lots of rows, you can choose that as the type of font "Small font (system)."

Transpose

This will visually transpose the chordsheet and notation display by a number of semi-tones for concert or non-concert instruments, either by typing in a number or choosing a preset.

Arrangement Options

The [Arrange] button opens the Arrangement Options dialog.



Boost Velocity of pushes by
The pushes in Band-in-a-Box are the chords that get played before the beat. Typically pushes are played a little louder than other patterns. You can leave this setting at 0, or set it to between 0 and 10.
Boost shots by
Shots can be accented with this setting.
Boost 'Holds' by
Use this setting to boost the velocity of held chords.
Allow Any Rests

You can disable the rests feature. You might want to do this if you've got a song with a lot of rests in it, and are then having difficulty recording a melody because you don't hear the drums providing the beat (due to the drums resting). If so, you can temporarily disable the rests so that you can record and listen to the drums.

Allow Any Pushes
If for some reason you don't want a style or a song to have pushes, you can set this to no.

Allow Style Pushes
If for some reason you don't want a style to have pushes, you can set this to no.

OK To Load Style With Songs
This loads the style that is saved with the Band-in-a-Box song. Set it to NO if you don't want the saved styles to load, perhaps to audition a new style with several different songs.

Concert Pitch Adjust
This is useful for non-concert instruments such as Saxophone or Trumpet. The output is transposed so that you see the music in one key, and it plays in another.

Trumpet players and other Bb instruments should set Concert Pitch Adjust to –2.

Alto Sax and other Eb instruments should set Concert Pitch adjust to +3.

Note: This concert pitch adjust setting is an old one. It is preferable that you use the Notation-Transpose Option instead.

Allow Any Endings
You can disable the endings from all the songs by using this setting.

Lowest Bass Note
Styles will normally play bass notes (down to the low E) if the pattern won't go below a low E note. This happens with all styles automatically, but there is also an option to set the lowest note that the bass can go real low (so you can get a low C if you want to!).

Prevent "too low" guitar notes

Allow late notes in pattern, just before chord change
Styles will normally play notes near the end of a pattern, before a chord change. Sometimes this makes the style sound "too busy." If you set this to, say 70%, then 30% of the time, the note at the end of the pattern will play quieter, typically at half the volume.

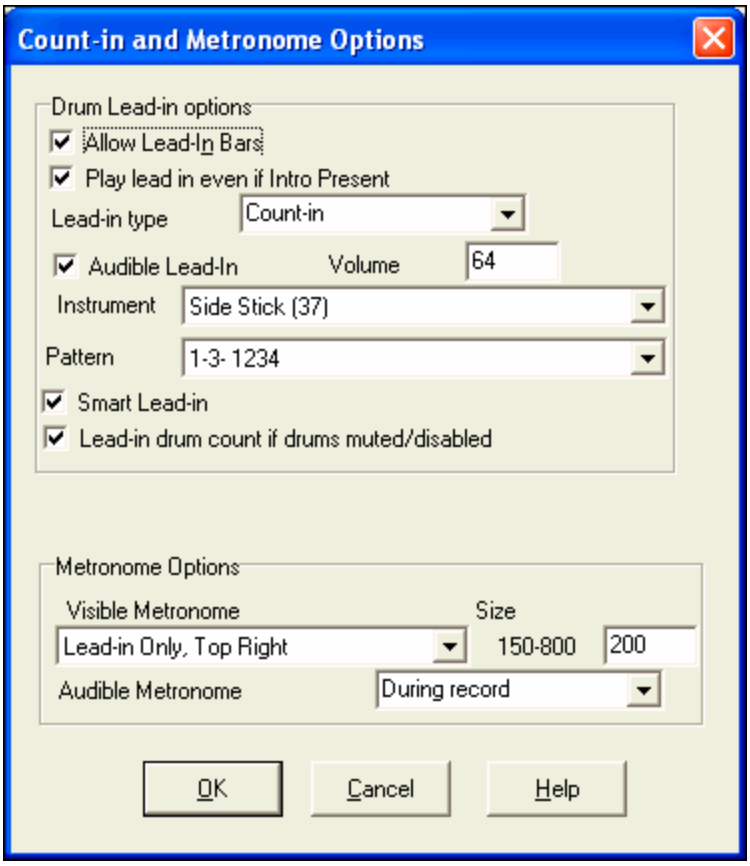
Drum Brushes
Most GM modules have brushes available on patch 41 on the drums. On some Sound Blasters you need to load a GS sound font for this to occur, and you need to use the Sound Blaster software to do this (AWE Control Panel). On the Yamaha XG, you likely need to send a "GS mode on" message from the GM menu in Band-in-a-Box. But if your module just doesn't have brushes available, then you can set this option, and the style will remap the notes to different drum instruments that don't have brushes.

First bar of first chorus of song gets a drum cymbal crash

If selected, the first bar of the song (following the intro) might get a cymbal crash. Usually this is left unselected, since most drummers wouldn't play a crash cymbal on bar 1 of the song.

Count-in and Metronome Options

Count-in/Met. This opens the Count-in and Metronome Options dialog.



Drum Lead-in options

Allow Lead-In Bars
People who use Band-in-a-Box for soloing practice will likely turn the lead-in off to allow endless looping uninterrupted by the lead-in count. To eliminate the lead-in count, select Allow Lead-In Bars to = NO, this will start the song from bar 1 with no lead in.

Play Lead-In Even If Intro Present
If a song has an intro, it's usually not necessary to play the 2 bar lead-in count. There's a new option to always OMIT the lead-in if an intro is present.

Lead-in type
This can be drum patterns instead of "1-2-1234." You can specify to play two bars of drum patterns instead of the count-in. You may prefer hearing the drum beat to a simple count-in, since it provides more information about the upcoming groove. If you're playing with Band-in-a-Box live on a "dance floor," this setting will avoid "dead air" between songs, and keep the drumbeat going. Includes options to have "a" or "b" drum fills or patterns play for the two bars.

Audible Lead-In/Volume
Enables audible count-in. If you would like the lead-in bars to be played, but just want the drum lead-in quieter (or silent) set the Drum Volume to = 0 (for silent).

Instrument/ Pattern
You can select any drum instrument for the count in. You can choose different count-in rhythms, e.g., tap on 2 and 4 instead of 1-2-3-4. There's a new "smart lead-in" option to silence the drum count-in if a melody lead-in has begun.

Smart Lead-in
A smart lead-in avoids playing the count-in drum sound during a Melody pickup.

Lead-in drum count if drums muted/disabled
Previously, when the drum track was muted (or disabled in a song), the count-in drum click wouldn't play. This option can play the drum count-in in all circumstances. Drummers who play along with BB by muting the drum track should find this feature useful. To set this option, choose *Opt.* | *Preferences* and set "Lead-in drum count if drums muted or disabled" to true (default is true).

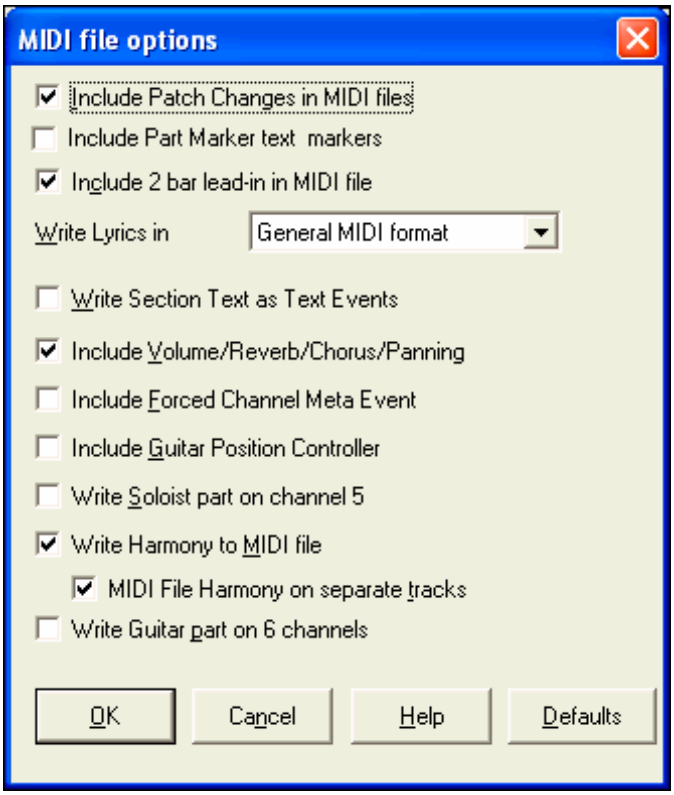
Metronome Options

Visible Metronome
You can display a visible metronome on-screen during the entire song (or just the lead-in). Choose the screen position (top-right or center), and the size (up to near full screen size). Also choose the visual metronome pattern (1234, 1-3, 1---, or –2-4). Seeing a metronome on-screen is a great way for a student to learn to keep on the beat, and with a settable size, students can view this from across the room.

Audible Metronome
The three settings for the audible metronome are None, During Record, or During Record and Play.

MIDI File Options

The [MIDI File] button opens the MIDI file options dialog.



Include Patch Changes in MIDI files will include the patch (instrument) changes.

Include Part Marker text markers will write descriptive text markers to the MIDI file, such as "bar 23, part A." Text markers are also read in from MIDI files, and displayed as Section Markers on the Notation.

Include 2 bar lead-in in MIDI file is selected if you don't want to create a MIDI file containing the first 2 bars of the 1—2—1-2-3-4 count-in. If there is a Melody pickup, then the 2 bar lead-in will remain in the file.

Write Lyrics in General MIDI or PG Music format
The GM specification has agreed upon specific requirements for writing lyrics in MIDI files, which are now supported, so that lyrics that you save in Band-in-a-Box should show up identically in other MIDI programs. To set this option, choose either General MIDI format or PG Music format. We recommend the GM format.

Write Section Text as Text Events
Your section text can be included in the MIDI file as text events.

Include Volume/Reverb/Chorus/Panning
This will include the volume, reverb, chorus, and panning settings that you have made in the Band-in-a-Box synth window in your MIDI file.

Include Forced Channel Meta Event
This will include the forced channel META event. It is recognized by PowerTracks Pro Audio and other PG Music Inc. programs only.

Include Guitar Position Controller
This will insert a controller 84 which PG Music uses to indicate the fret position. Since some synths also use this for Portamento Control, you should use this setting with caution.

Write Soloist Part On Channel 5
Normally the program writes the Soloist part on channel 8. Since that could also mean the left hand of a piano track using the convention of channel 8/9 for piano, this option allows you to write it on channel 5 instead.

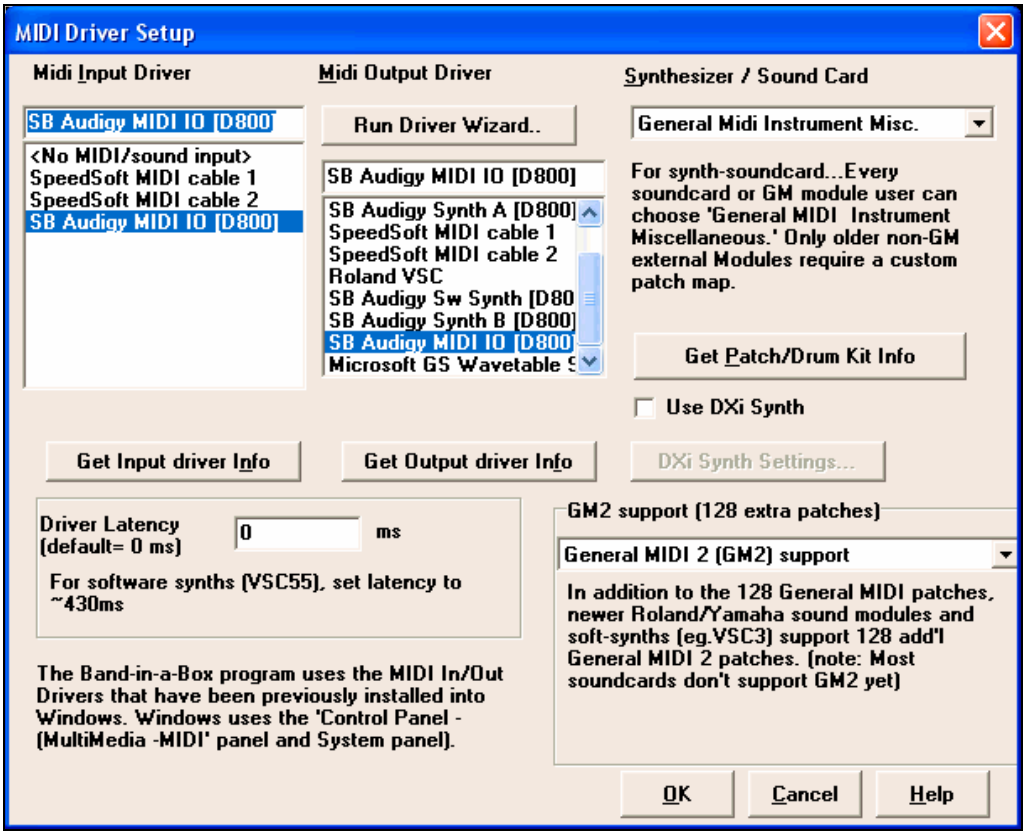
Write Harmony To MIDI File
If set to YES, the harmony will be written to the MIDI file. If not, just the melody will be written to the MIDI file.

MIDI File Harmony on separate tracks
If set to YES, the harmony will be written to the MIDI file on separate tracks for each voice. You could use this to print out individual parts to your printer for example.

Write Guitar part on 6 channels
If set to YES, the styles that are Intelligent Guitar Styles will result in a MIDI file that has the Guitar part written on 6 channels (11-16). Then, when you read it in PowerTracks, or another sequencer that uses the convention of 11-16 for guitar strings, the guitar part will display correctly.

MIDI Driver Setup

The [MIDI Driver] button launches the MIDI Driver Setup.


MIDI Driver Setup
Midi Input Driver
Midi Output Driver
Synthesizer / Sound Card
SB Audigy MIDI IO [D800]
<No MIDI/sound input>
SpeedSoft MIDI cable 1
SpeedSoft MIDI cable 2
SB Audigy MIDI IO [D800]
Run Driver Wizard..
SB Audigy MIDI IO [D800]
SB Audigy Synth A [D800]
SpeedSoft MIDI cable 1
SpeedSoft MIDI cable 2
Roland VSC
SB Audigy Sw Synth [D80
SB Audigy Synth B [D800]
SB Audigy MIDI IO [D800]
Microsoft GS Wavetable S
General Midi Instrument Misc.
For synth-soundcard...Every soundcard or GM module user can choose 'General MIDI Instrument Miscellaneous.' Only older non-GM external Modules require a custom patch map.
Get Patch/Drum Kit Info
Use DXi Synth
Get Input driver Info
Get Output driver Info
DXi Synth Settings...
Driver Latency (default= 0 ms)
0
ms
For software synths (VSC55), set latency to ~430ms
GM2 support (128 extra patches)
General MIDI 2 (GM2) support
In addition to the 128 General MIDI patches, newer Roland/Yamaha sound modules and soft-synths (eg.VSC3) support 128 add'l General MIDI 2 patches. (note: Most soundcards don't support GM2 yet)
The Band-in-a-Box program uses the MIDI In/Out Drivers that have been previously installed into Windows. Windows uses the 'Control Panel - (MultiMedia -MIDI' panel and System panel).
OK
Cancel
Help

MIDI Input Driver
Select the Driver that you would like to use for input from a MIDI keyboard. If you don't have a MIDI keyboard, you can select <No MIDI/Sound Input>.

MIDI Output Driver
Select a Driver For MIDI Output. This also includes Sound Card output (like Sound Blaster).

Perhaps the easiest way to configure Band-in-a-Box is to press the [Run Driver Wizard..] button.

The **MIDI Output Driver Wizard** dialog will take you step-by-step through the process of auditioning and selecting an appropriate driver. This assumes that the appropriate Windows sound drivers are installed and correctly configured.

Synthesizer / Sound Card
Selecting the type of synth allows Band-in-a-Box to automatically load in the appropriate Drum/Patch kit file (*.DK). It is not essential to set this - if you don't then leave it as <synth card not listed >.

Driver Latency
Software synths (like the Roland VSC) have a specific timing issue associated with them; “latency.” This means that it takes about 430ms from the time Band-in-a-Box sends the MIDI information to the Virtual Synthesizer to generate and hear the sound. To keep everything (i.e. the notation display, etc.) "in sync," you should set this latency option. In most cases, Band-in-a-Box will prompt you to do this. If you are using a regular sound card or MIDI module you should not encounter any latency, so you should set the latency option to zero (0) if it's not already set this way.

Use DXi Synth
Check the Use DXi Synth checkbox to enable DXi playback.

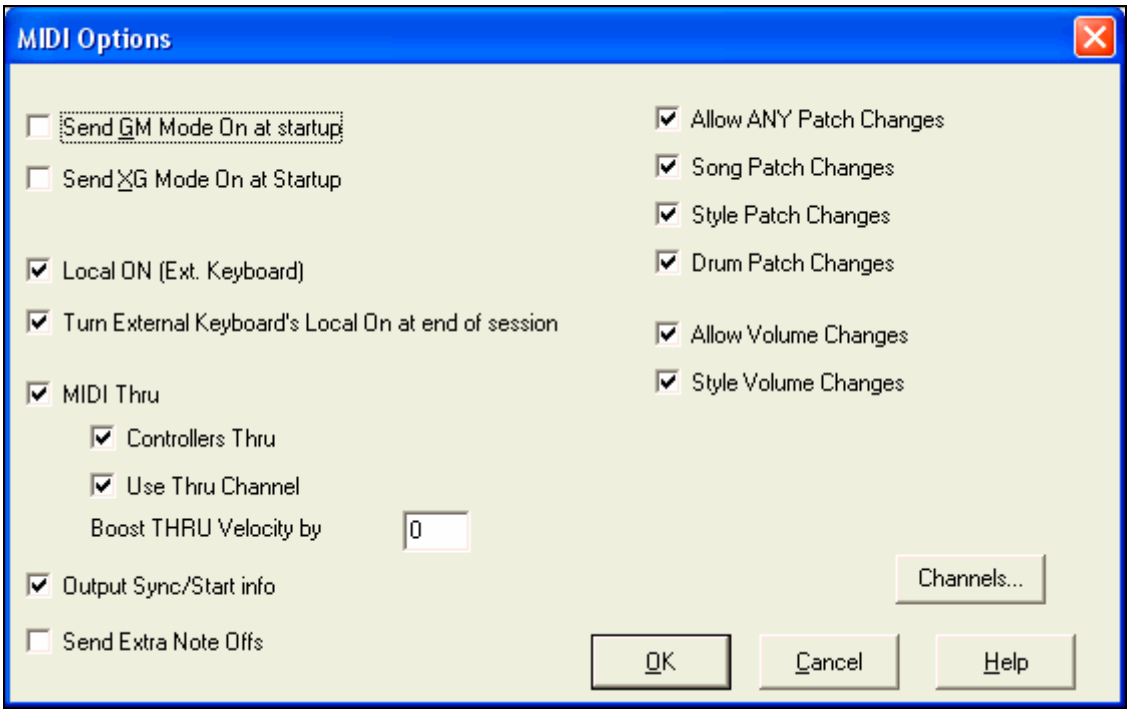
To use this option, you must have a polyphonic DXi synthesizer installed on your computer, such as the Roland/Edirol VSC DXi. It will also be most convenient if your DXi synthesizer can use General MIDI or GM2 patches.

DXi Synth Settings
To select the DXi synthesizer, click the [DXi Synth Settings] button, which will open the **DirectX Plugins** window. Select your DXi synth and apply real time DirectX effects.

GM2 support
The type of GM2 support is set here. The choices are:
- General MIDI 2 support: If you're using the Roland VSC3, or a newer Sound Canvas (i.e. newer than 1999, or newer than the Roland SC88), then choose this GM2 support.
- Roland GS (older Modules): “Older” Sound Canvases (SC55/SC88) support GS, but not GM2. The good news is that they have the same patches available, just at different locations. So if you choose this option, Band-in-a-Box will find the patches at the “GS” locations instead of the “GM2” locations. If you have a newer GS module like the SC8820, it supports both GM2 and GS - you should likely choose GM2.
- No GM2 support: Most sound cards (Sound Blasters etc.) don't have GM2 support yet, so just support the 128 sounds. Band-in-a-Box will use the closest instrument in these cases.

MIDI Options

MIDI options This button opens the **MIDI Options** dialog.



Send GM Mode On at startup / Send XG Mode On at startup
You can elect to have Band-in-a-Box automatically send a GM or XG Mode On command every time the program is started. Toggle this option ON if you have a GM or XG unit to ensure that it is always set to the appropriate mode.

Local ON (Ext. Keyboard): If you are hearing the information played on your keyboard played twice (an echo effect) then set Local ON to "No." If you can't hear what you are playing at all, set Local ON to "Yes."

Turn External Keyboard's Local On at end of session
If you have set the Keyboard Local to Off (usually to eliminate MIDI echo) this setting turns it back on at the end of your Band-in-a-Box session.

MIDI Thru: Set to "No" if you don't want the information played on your MIDI keyboard to be sent *through* Band-in-a-Box to the output driver.

Controllers Thru: Guitar synthesizers and wind controllers contain large amounts of additional MIDI data which may not be required for Band-in-a-Box and may only serve to hinder the system performance of your computer. To prevent this information from being sent Thru, set this option to "No."

Use Thru Channel: Band-in-a-Box uses the Thru channel as a part, just like the Bass/Drums/Piano, etc. The Thru Channel is re-channeled to the Thru channel as assigned in the MIDI settings dialog. If you would prefer to set the Thru channel yourself from your MIDI controller, set this to "No."

Boost THRU Velocity by
When playing along on a keyboard to the Band-in-a-Box "band," if the sound of your keyboard is too quiet and increasing the THRU Volume doesn't help enough, use this option to boost the THRU velocity and make your THRU playing louder.

Output Sync/Start info: Syncs Band-in-a-Box with an external sequencer.

Send Extra Note Offs: Leave this option set to "No" unless you are having trouble with "Stuck Notes" when you press [Stop]. If you set this option to "Yes" the program will send a "global sweep" of all notes off in *addition* to the selected notes off that are playing when you press the [Stop] button.

Allow Any Patch Changes: Set to "No" to disable All Patch changes.

Song Patch Changes: Songs can be saved with patch changes**.** If you want to prevent specific instruments loading for a given song, set this option to "No."

Style Patch Changes: Styles contain patch change information for the instruments that were used when the Style was created. To use your own instrument selection, not the original instruments, change this setting to "No."

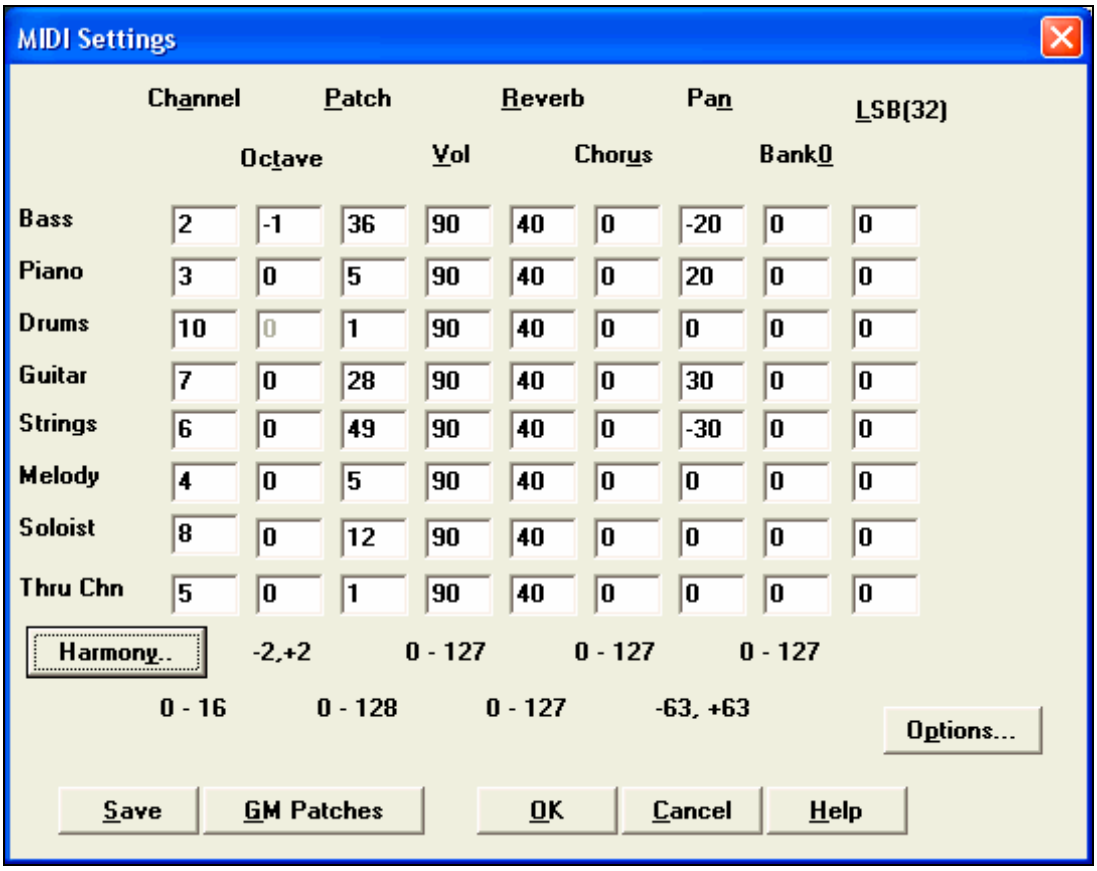
Drum Patch Changes: To disable patch changes in Drums, set to NO.

Allow Volume Changes: To prevent any volume changes set to "No."

Style Volume Changes: To stop embedded style volume changes set to "No."

MIDI Settings

Channels The [Channels] button opens the MIDI Settings dialog.



MIDI Channels: Range 0 to 16**.** If set to 0 the part will be Off/Disabled, which is not the same as muted.
Octave: Adjusts the octave of the part. Range (-2 to +2). Usually set to 0**.** (Bass is usually set to -1 for most General MIDI (GM) instruments.)

Patch: Range 0 to 128. These are General MIDI patch numbers.

Volume: Range 0 to 127. Average volume setting is = 90. This can also be set from the main screen.

Panning: Panning refers to the stereo placement (i.e. Left to Right) of a given part's sound. The range of this parameter is -63 to +63. A setting of 0 is centered in the middle of the stereo field.

Note: Only General MIDI, XG, and GS instruments respond to Reverb, Chorus, and Bank changes.

Reverb: Range 0 to 127. Default setting = 40.

Chorus: Range of 0 to 127. Default setting = 0.

Bank0 and LSB(32): Many General MIDI instruments have extra instruments available on higher banks. Usually set to 0. Other settings are multiples of 8 (0, 8, 16 etc.).

These can use either Controller 0 (Bank 0), which is also know as MSB for Most Significant Byte, or Controller 32, also called LSB for Least Significant Byte, or combinations of the two controllers.

Harmony Channels and Settings

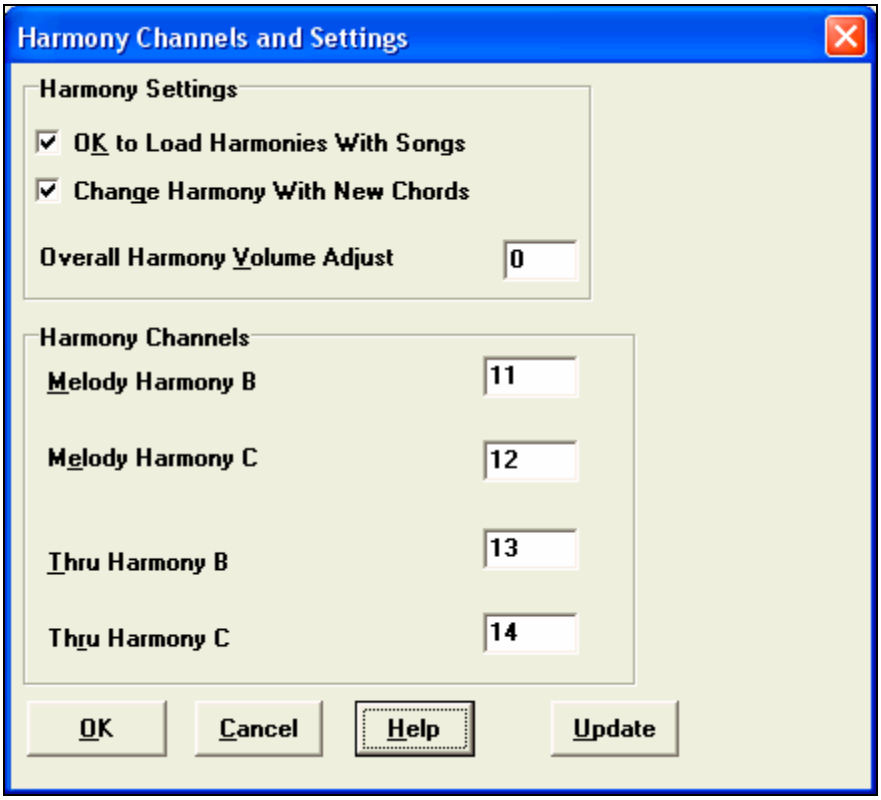
The [Harmony] button opens the **Harmony Channels and Settings** dialog where settings for the harmonies are made.

Harmony Settings

OK to Load Harmonies With Songs
If set to YES, the harmony settings for each song will be loaded and saved with each song. If set to NO, the harmony setting won't be saved or leaded with the songs. If you are using a certain harmony, you should set this setting to NO, otherwise you'll have to keep re-selecting the harmony when you load in new songs.

Change Harmony With New Chords
Example: If a harmony is played on bar 1 on a C chord, and then the note is held as the chord changes to a Fm7 chord, (if this setting is set to YES) the harmony notes will change so that they will be still be playing chord tones. If they don't the harmony sounds dissonant. Leave this setting to YES, unless you have a specific reason to disable it. The harmony is changed by moving the voices to the nearest chord tone.

Overall Harmony Volume Adjust
Sets a level for the overall harmony in a range of -128 to 128, with 0 leaving the settings as programmed in the Harmony file.

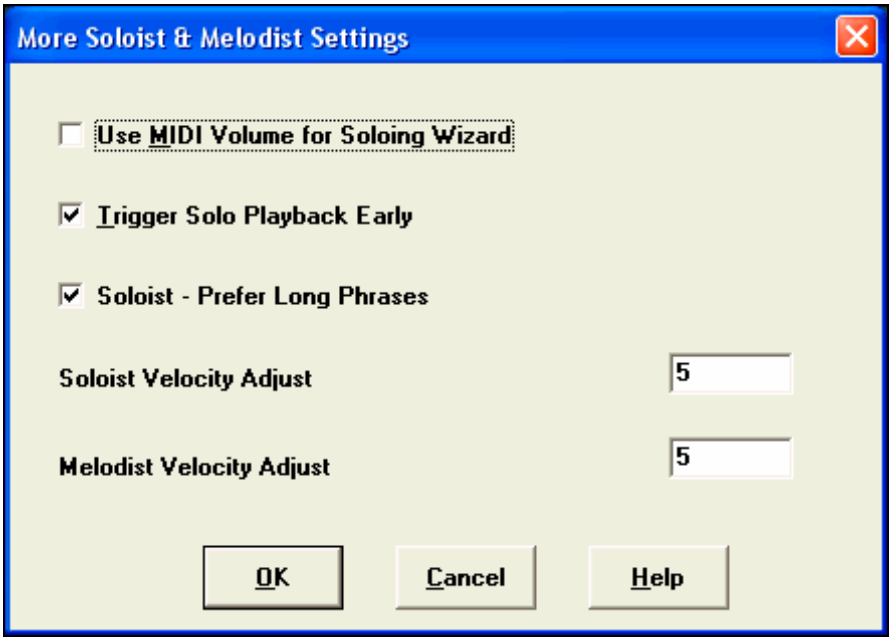


Harmony Channels
Band-in-a-Box already uses 7 channels (Bass, Drums, Piano, Guitar, Strings, Melody and Thru channels). Adding these 4 harmony channels produces potentially 11 channels of information.

More Soloist & More Melodist Settings

Soloist

The [Soloist] button launches the **More Soloist & Melodist Settings** dialog.



Set **"Use MIDI Volume for Soloing Wizard"** to true if you want MIDI velocity information sent to the Soloing Wizard. If you have a velocity sensitive MIDI device attached to your computer and you want to control the dynamics of the Soloist, you should enable this feature.

Set the **"Trigger Playback Early"** to true to enable song playback to start before the Soloist has actually completed composing a solo. Otherwise, Band-in-a-Box will completely compose a solo before song playback begins.

Soloist – Prefer Long Phrases

Set this checkbox to "True" (enabled) if you would like the Soloist to use the longest musical phrases it "knows." This setting is normally used in conjunction with the Use Large Soloist files setting.

> **Note:** This option may also increase Soloist creation times. Disable this feature if you are using a slower or low-memory equipped computer.

Soloist/Melody Velocity Adjust

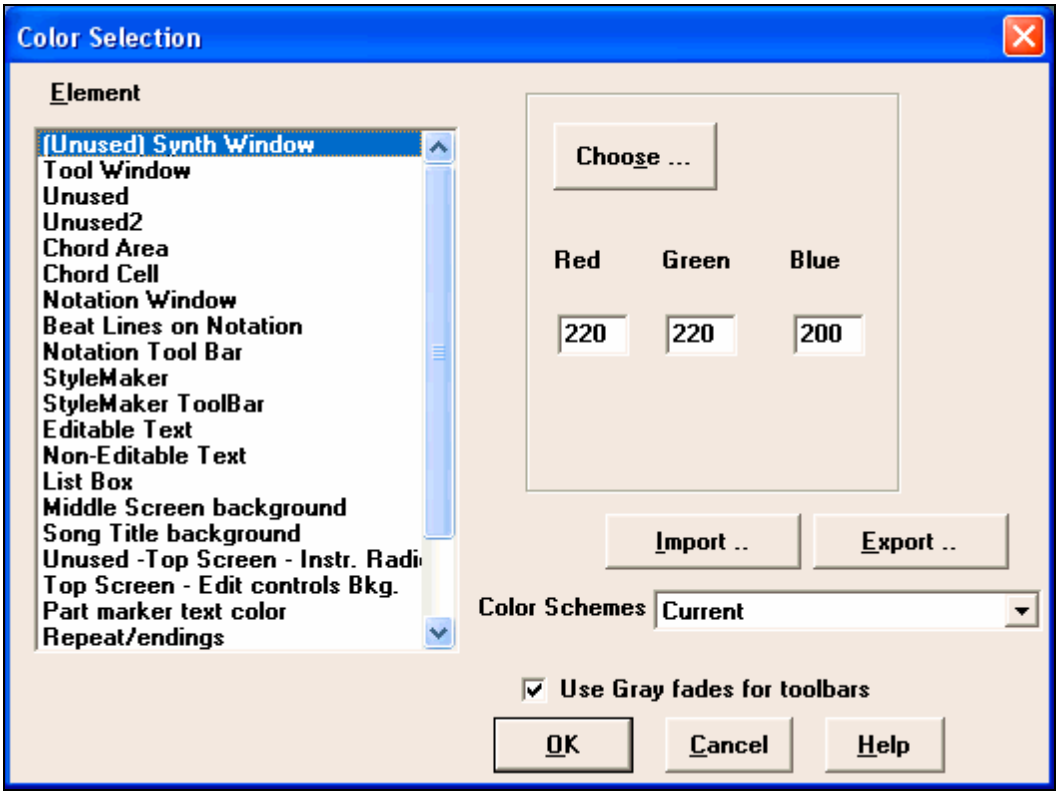
This box allows you to quickly boost or reduce the volume of the Soloist part relative to the other instrument parts. For a realistic mix the soloist instrument is set slightly louder than the other instruments/parts in a song. The default is 5.

Color Selection

The [Colors] button opens the Color Selection dialog.

You can choose from several color sets using the 256-color palette in Windows. Choose from pre-made color schemes or make your own. This is like changing the Windows color scheme in the control panel.

To select a pre-made color scheme, press the [Import..] button and choose from the list of schemes. Select [OK] to make the changes permanent. Use the [Export..] button to save and share your customized color schemes.

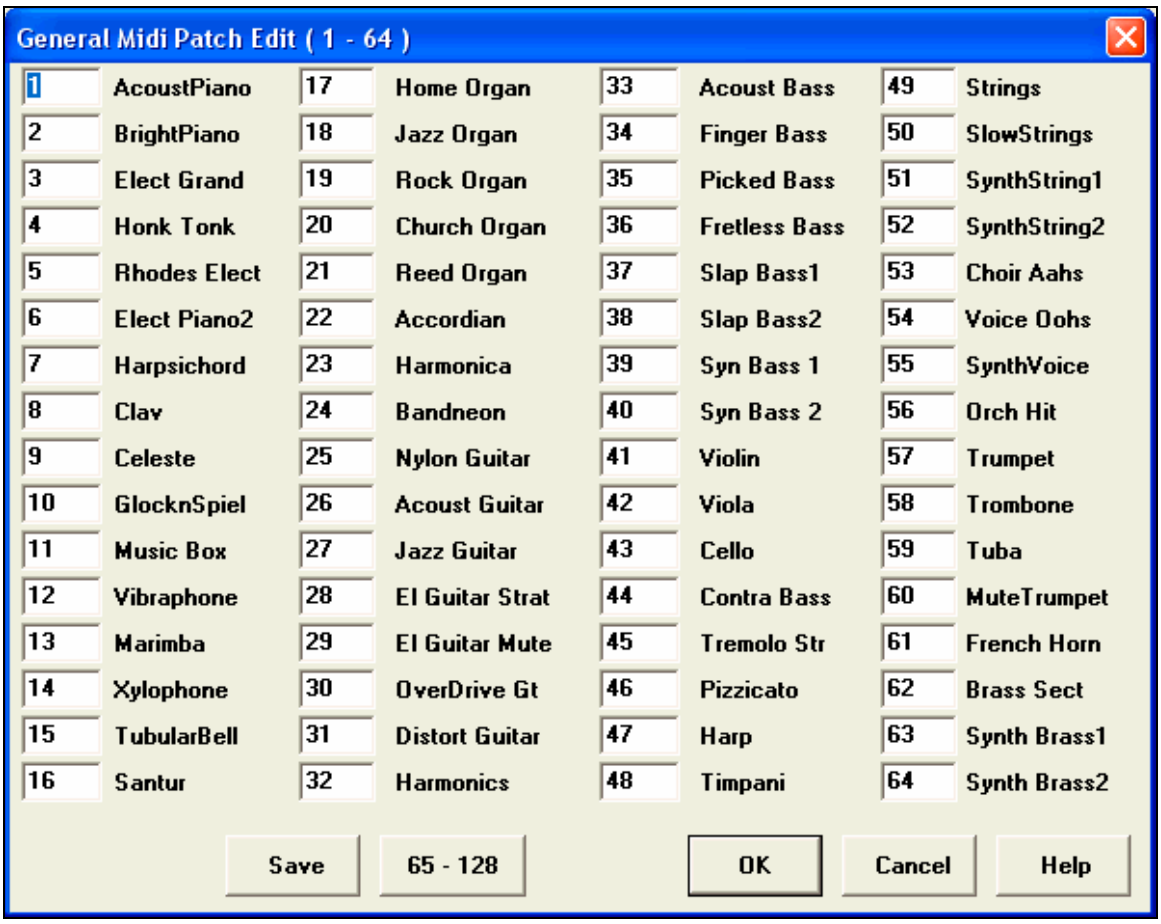


To make your own color scheme, click on the name of the element you wish to change (Chord Area, List Box, etc.), then click on the [Choose…] button to bring up the Windows **Color** palette and click on the color you desire. Or you can enter the appropriate Red, Green, and Blue values in the boxes provided.

General MIDI Patch Edit

Patch Map

This opens the **General MIDI Patch Edit** dialog, where you can make a customized General MIDI patch map.

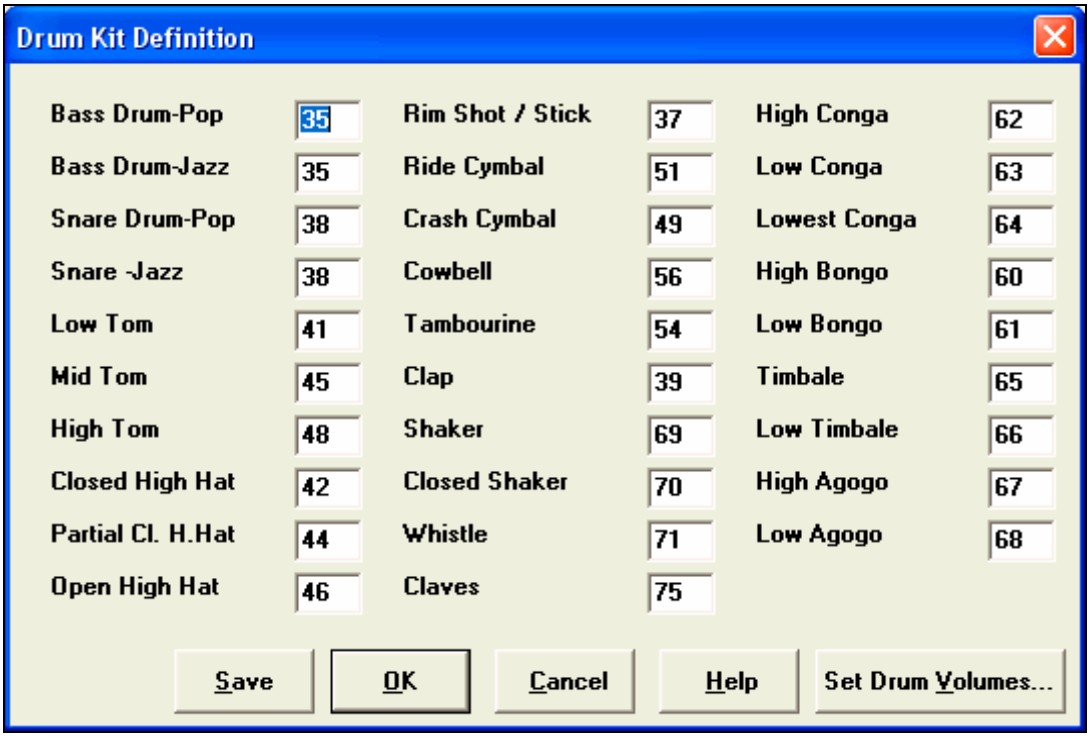


Type in the patch number that your synth uses for each instrument listed. For example, if your sound source has its Acoustic Piano at patch location 41select the box to the left of Acoustic Piano and type 41. Do the same for all of the instruments in the General MIDI patch list. If your synth doesn't have an exact match, use a close sounding patch that it does have. Once you have made a patch map in this way, whenever Band-in-a-Box encounters Acoustic Piano (which is General MIDI instrument #1), it will look up this Patch Map Location and then send out Patch 41 to your synth/sound module.

Drum Kit

DrumKit

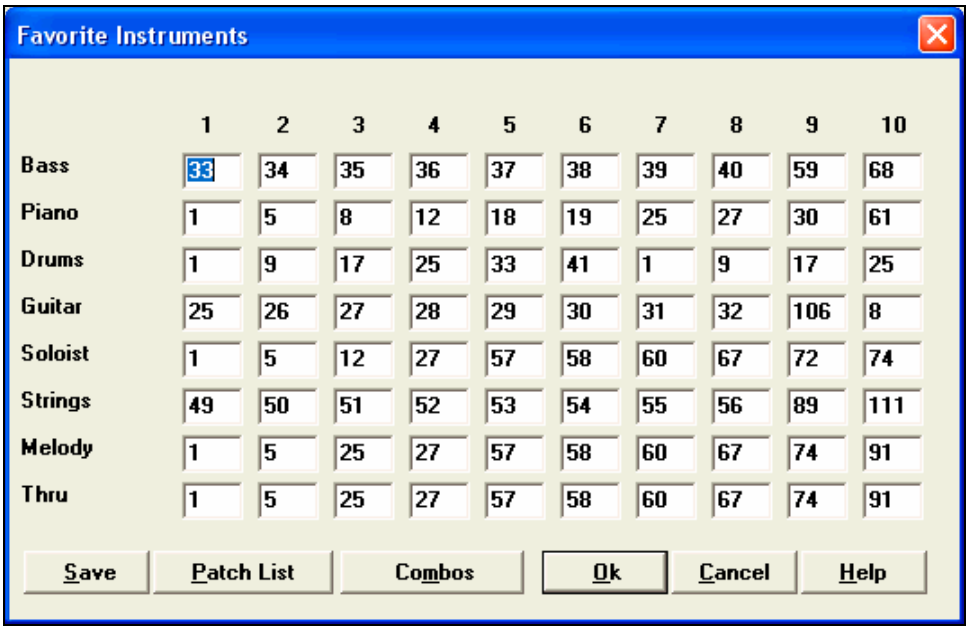
If you have been unable to find a preset drum map that matches your synth's drum notes, then you may need to type in the drum notes that your sound source uses. To do this, you need to hook your MIDI controller up to play the Drum sounds from the keyboard. Play up and down the keyboard to hear all the drum sounds. Locate note 36 as a starting point; on the Band-in-a-Box onscreen piano it is the C directly above the [Play] button.



Type the MIDI note numbers for the various instruments as you find them on your drum machine or keyboard. Press the [Save] button to save the kit as MYSETUP.DK. If you are making a kit to save under a different name then save the kit under *Opt.* | *Utilities* | *Save Alternate Patch/Drum Kit.*

Favorite Instruments

Fav.Patch This button opens the **Favorite Instruments** dialog.

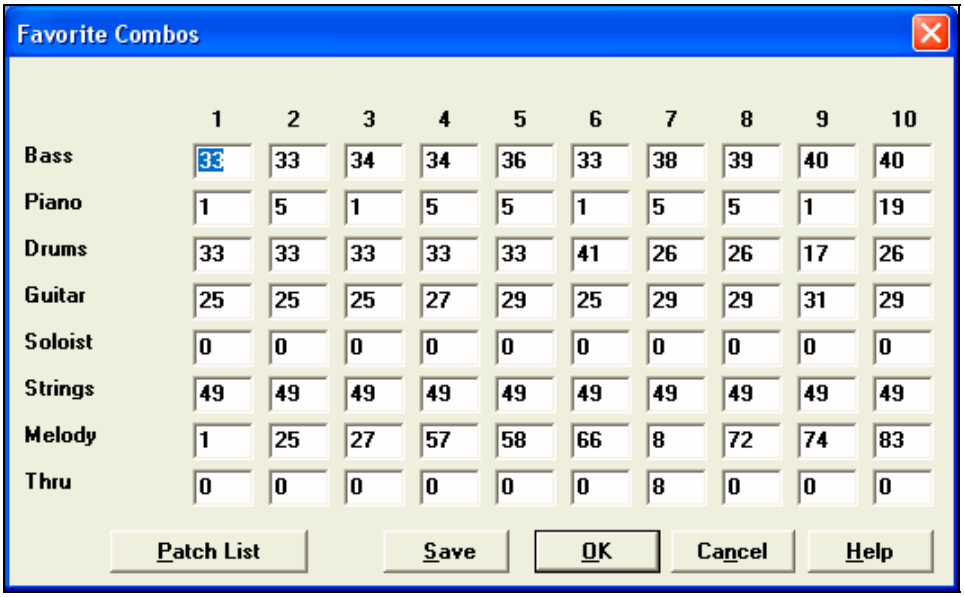


For each of the Band-in-a-Box parts you can assign up to 10 "favorite" General MIDI instruments.

Note: If you use a custom patch map it will convert your synth's non-GM patch numbers, always enter GM patch numbers for the favorite instruments.

Patch List The [Patch List] button displays the **General MIDI Patch List** of instrument names and patch numbers.

Combos The [Combos] button opens the **Favorite Combos** dialog.

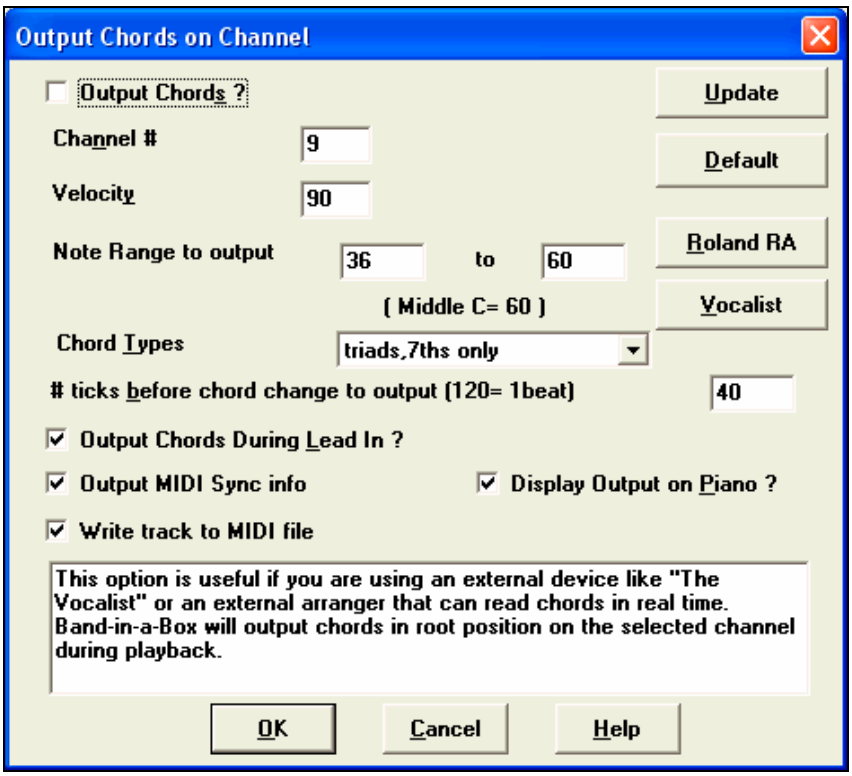


The **Favorite Combos** dialog box allows you to save up to 10 of your favorite instrument combos. For example, you could setup Combo #1 to be an Acoustic Jazz combo which would send out patches like Acoustic Bass, Acoustic Piano, Acoustic Guitar, Flute, etc. After you have finished typing in the instrument patch numbers select the [Save] button.

Output Chords on Channel

OutputCh.

The [OutputCh.] button opens the **Output Chords on Channel** dialog. Some external music hardware devices require chords played in root position to drive them in real time.



An example of this is the TC-Helicon Quintet, which lets you sing into a microphone and harmonize your voice according to the chords that are input to the device.

Band-in-a-Box has the capability of outputting a separate channel with the chords in root position to support such external devices automatically.

Transpose

Transpose

The [Transpose] button opens the **Settings for transposing songs when loaded or "Do it Now"** dialog.

When playing along on your MIDI keyboard, you can set the Thru transpose to transpose semitones or octaves. You can define a "favorite key" and Band-in-a-Box will optionally transpose any and all loaded songs to that key. This is a great feature for practicing in a certain key.

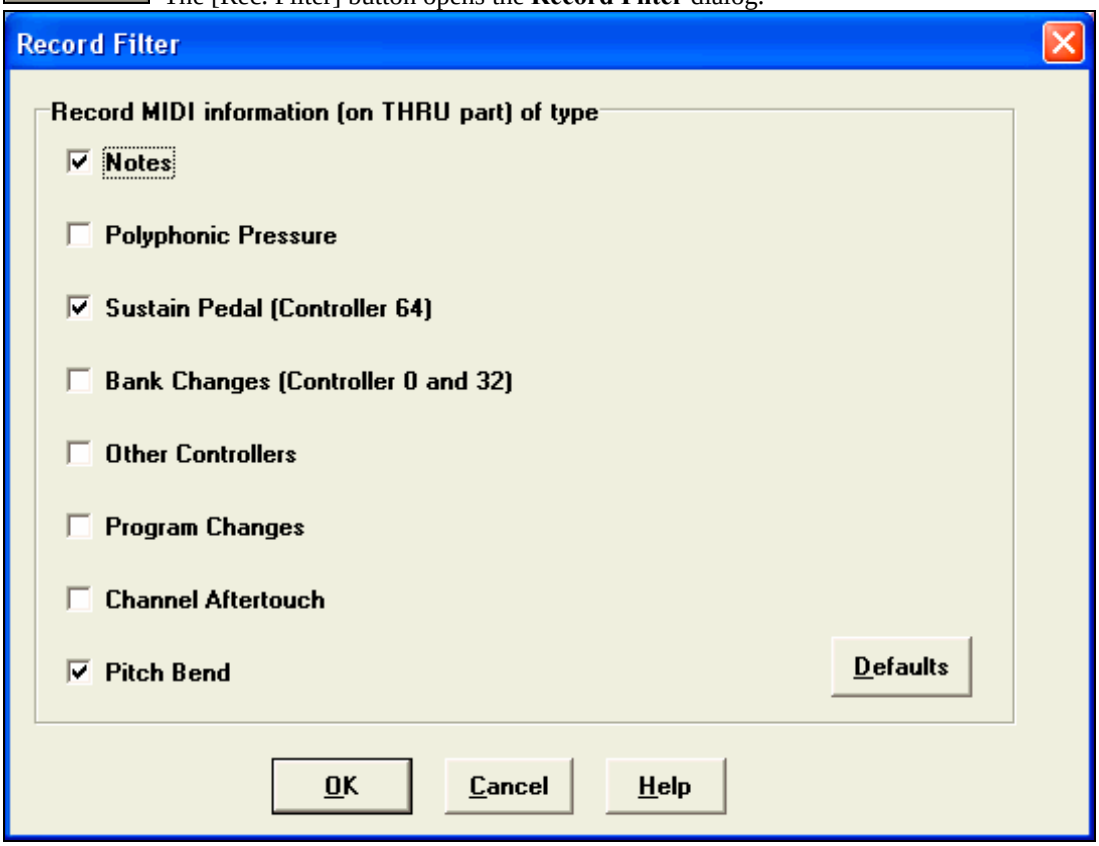
You can also set the THRU transpose to the favorite key to transpose the THRU part so that you can always play along in your favorite key (regardless of the actual key of the song). To Activate, press **Ctrl+Shift+K** or select the menu item *Options* | *Preferences* and click on the "Transpose" tab.

This launches the Vocal Wizard, which shows the best keys given a singer's vocal range.

When "Auto-transpose to best VOCAL key when a song is loaded" is checked the song will automatically transposed to the best key for a vocalist, depending on the settings in the Vocal Wizard.

Record Filter

The [Rec. Filter] button opens the **Record Filter** dialog.

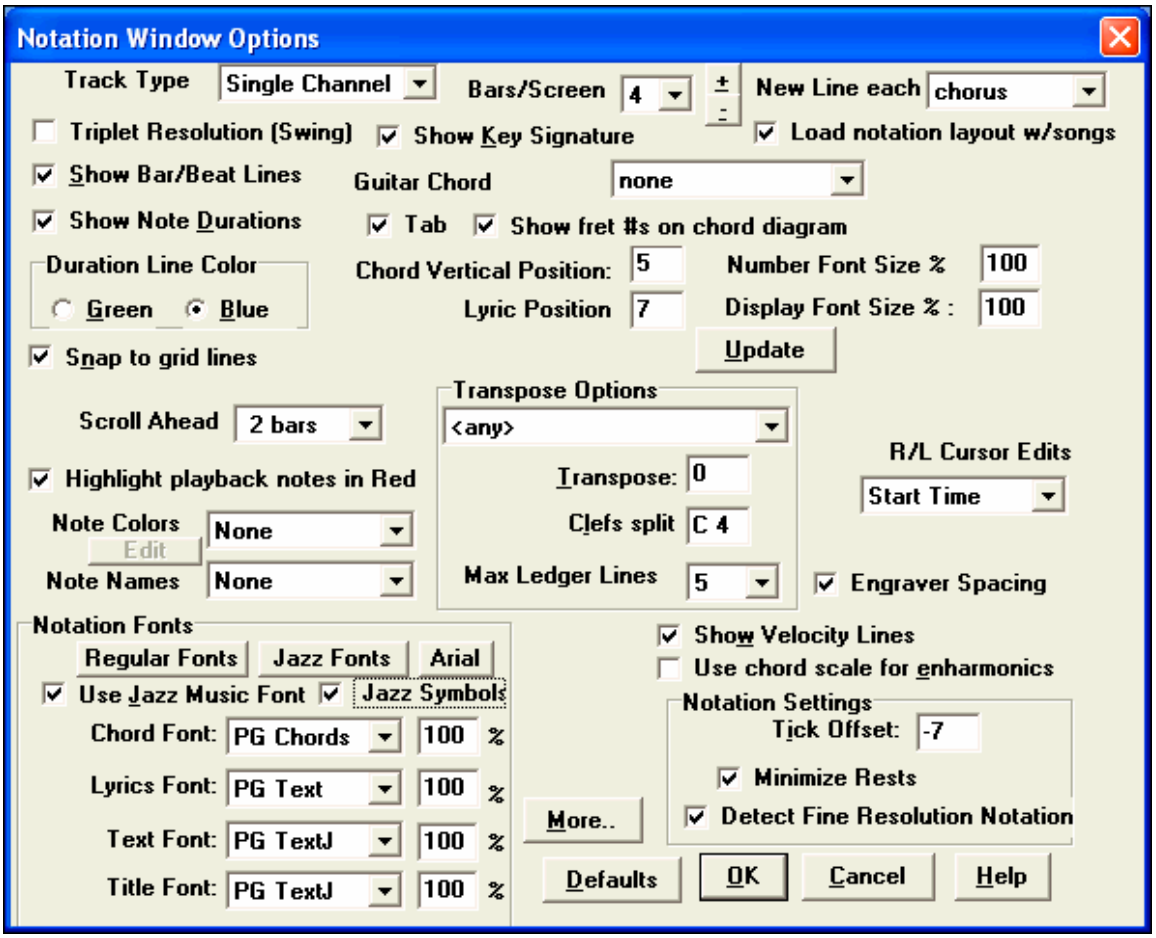


Record Filter supports all MIDI controllers and sustain pedal. You can record any type of MIDI information to the melody or soloist tracks by using the Record Filter feature to select which types to include. With this window you can choose what types of MIDI information Band-in-a-Box will record

Notation Window Options

Notation

The [Notation] button opens the **Notation Window Options**. If the Notation window is not open the program will launch it.



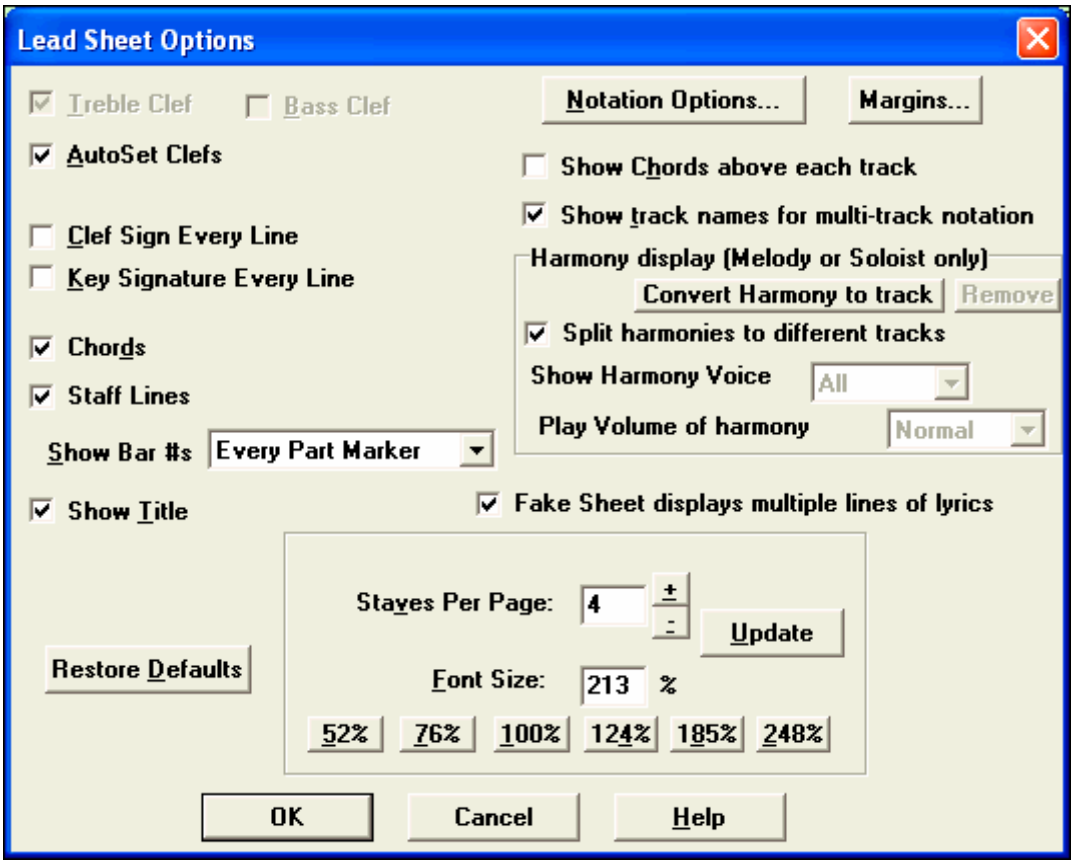
Help

These settings are described in the **Notation** chapter and in the online Help.

Lead Sheet Options

Leadsheet

The [Lead sheet] button opens the **Lead Sheet Options** dialog. If the Lead Sheet window is not open the program will open it.

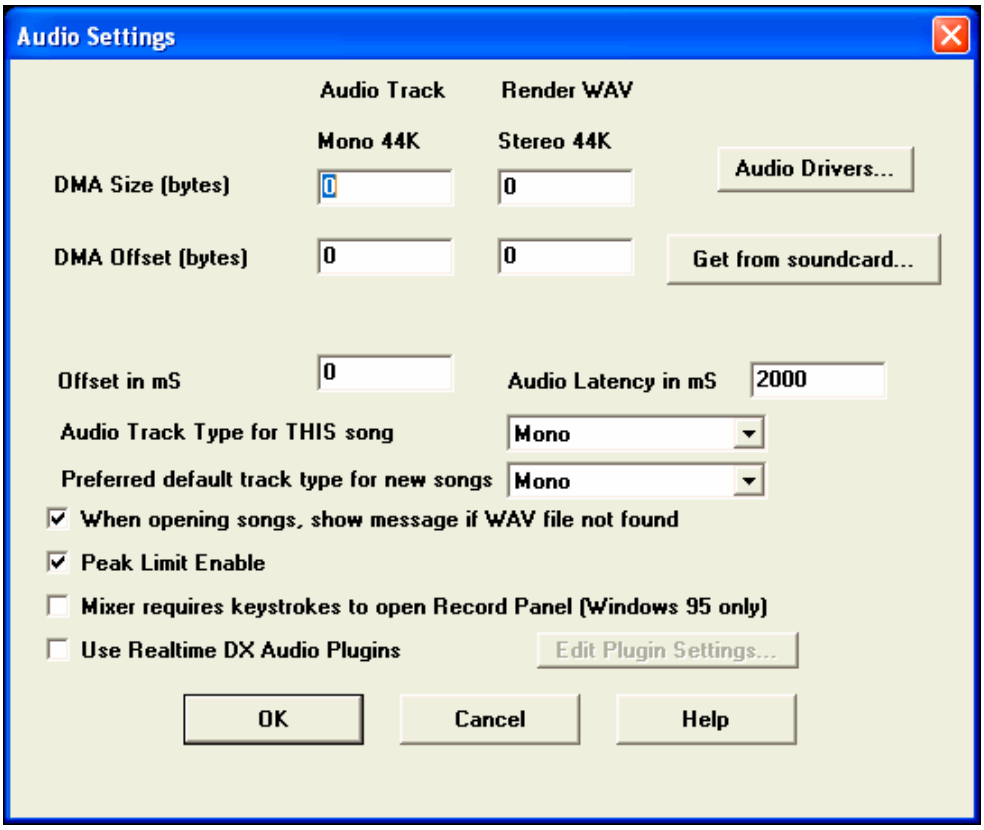


Help

These settings are described in the **Notation** chapter and in the online Help.

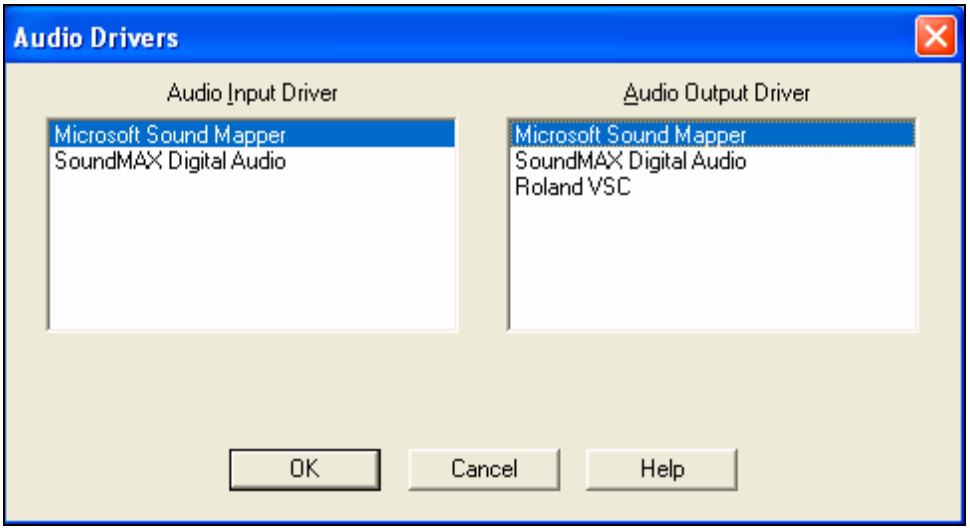
Audio Settings

The [Audio] button opens the Audio Settings dialog.



If your PC has multiple sound cards, the [Audio Drivers] button lets you choose which one to use. Most people have a single sound card, so don't require this feature. But if you have added an audio device (such as a USB Audio Adapter), you would have multiple audio devices, and are now able to choose which one to use.

Choose *Opt.* | *Preferences* | *Audio* and click on the [Audio Drivers] button to select which audio driver to use. This launches the Audio Driver dialog.



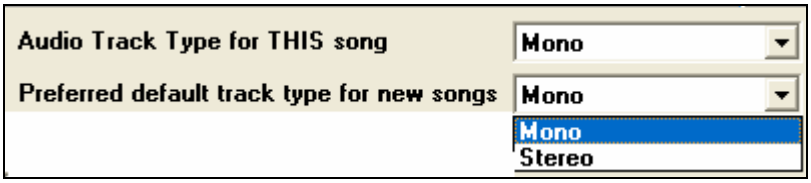
The **DMA Size** and **DMA Offset** settings are set automatically by the auto-testing of the sound card. This test can be repeated by pressing the [Get from sound card…] button. The default value for all of these settings is 0 (zero). You can override these settings if required, but it is usually not necessary.

The **Offset in mS** is not a setting that gets set automatically. It defaults to zero. This allows you to adjust the timing that the sound card plays audio in relation to MIDI. Normally you'd leave this at zero, but if you need to fine tune the synchronization of audio to MIDI you could try changing this setting.

Audio Latency in mS
DirectX audio plug-ins and DXi synthesizer plug-ins can have playback latency (the delay between when a note is played, and when it is heard). Adjust "Audio Latency in mS" to fine-tune for your computer. If you have a fast computer and excellent sound card, the audio latency can be adjusted rather low. However, if you hear audio dropouts, you can set the latency as high as 2000 milliseconds.

Audio Track Type for THIS song

You can choose between mono and stereo for the audio track. Tracks can be edited in either format, and converted from stereo to mono or vice versa.



Note: The built-in audio plug-ins work for either mono or stereo tracks.

Audio Track Type for THIS song.

You can select Mono or Stereo for the current song. You can change a project from mono<>stereo at any time. For example, if you have already recorded a MONO track, changing the setting will convert the track to stereo for you.

Preferred default track type for new songs.

This setting (mono/stereo) sets the default recording type for new songs that you record. For example, if you have a stereo microphone, you should likely record in stereo.

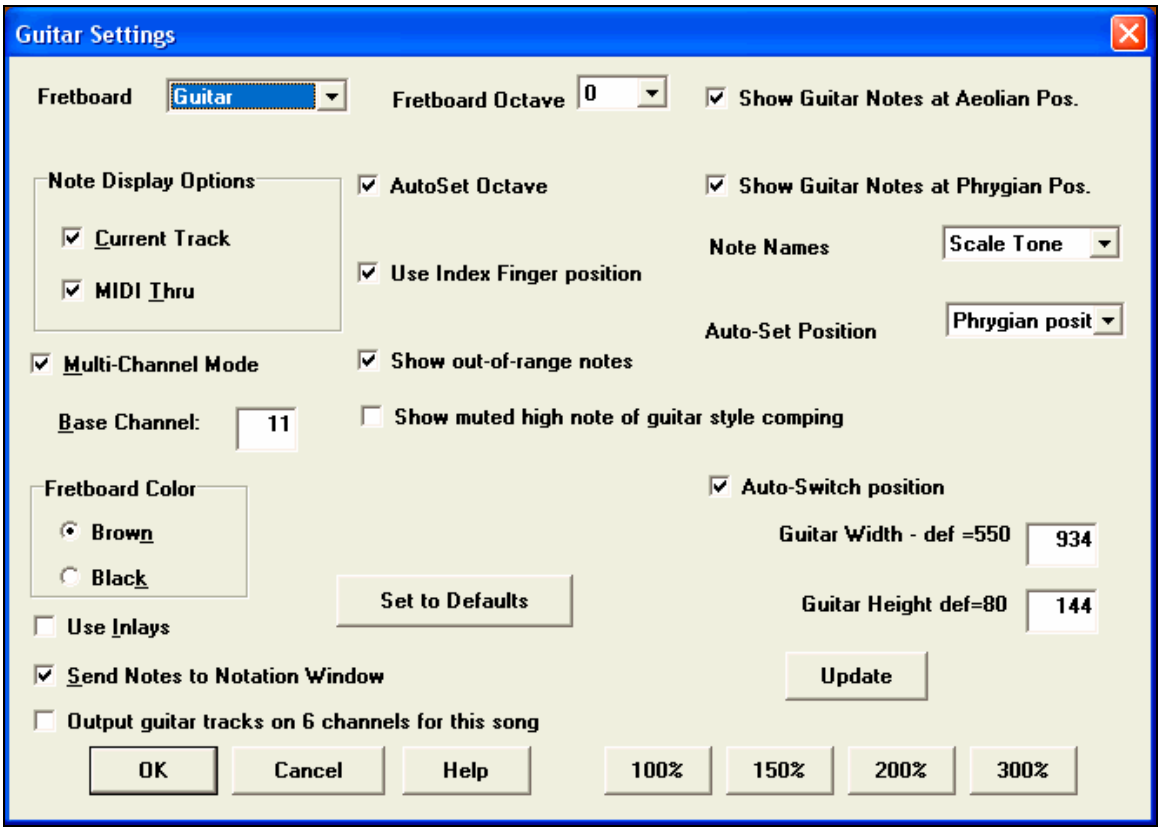
When opening songs, show message if WAV file not found
A Band-in-a-Box song called "My Song.MGU" will have the associated wave file called "My Song.wav." If Band-in-a-Box loads this song file and it can't find its associated file, it will put up a message to that effect. If for some reason you don't have the wave files that were recorded with the songs then you can disable that message with this option box (disable).

Use Realtime DX Audio Plugins

The advantage of real time processing is that you can set effects today, and if you decide you don't like the effects tomorrow, the settings can be easily changed, since the real time effects did not permanently affect your audio track on the hard disk. Check this to enable real time DirectX audio plug-ins.

Guitar Settings

Guitar The [Guitar] button opens the Guitar Settings dialog.

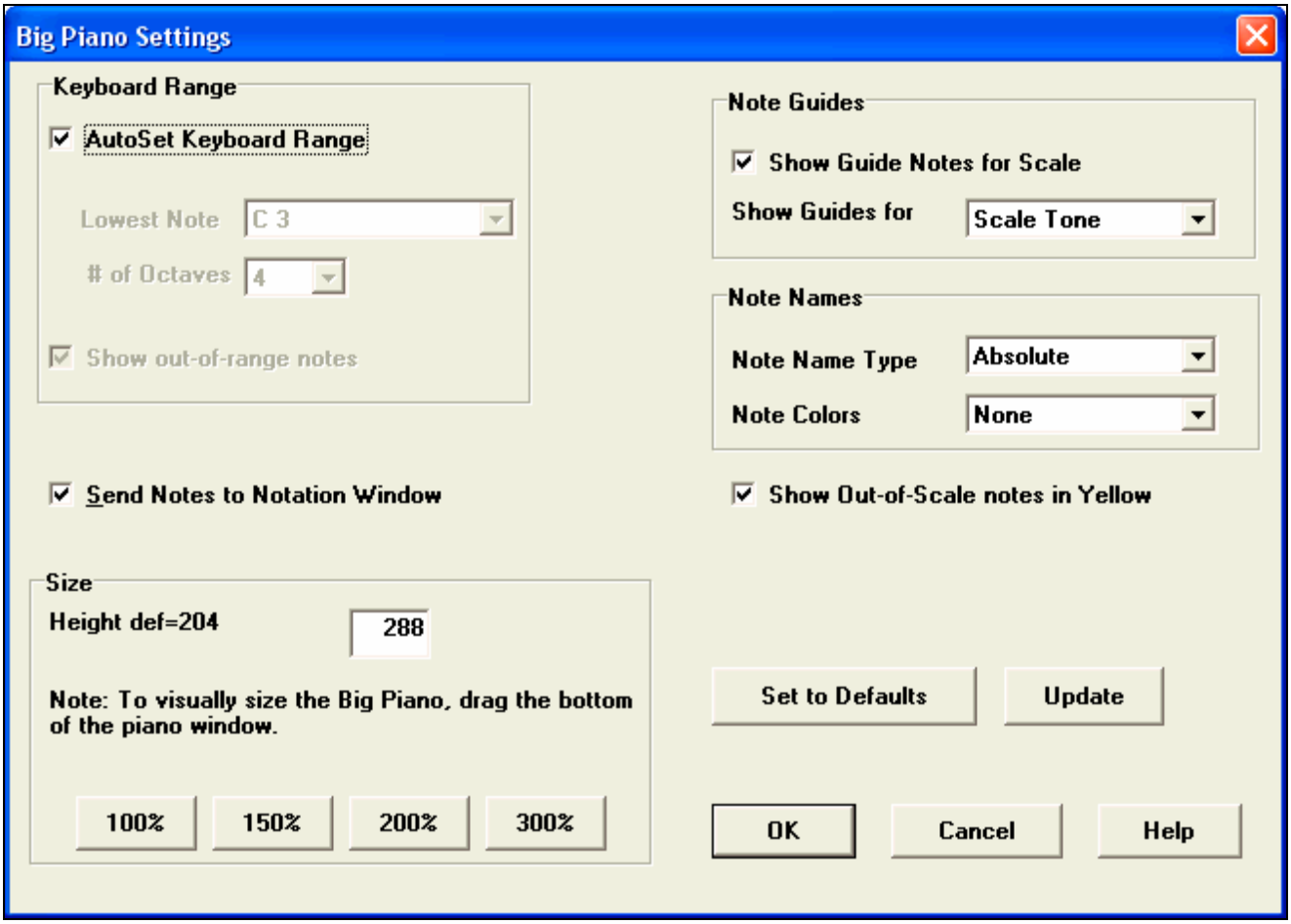


The **Guitar Settings** dialog allows you the ability to adjust various parameters on the virtual guitar fretboard so that music can be displayed effectively (and easily) on this window, regardless of the original instrument intended for the track data. It also offers the ability to enter notation using the virtual guitar.

Help Click on the [Help] button for detailed online descriptions.

Big Piano Settings

This button opens the Big Piano Settings dialog.

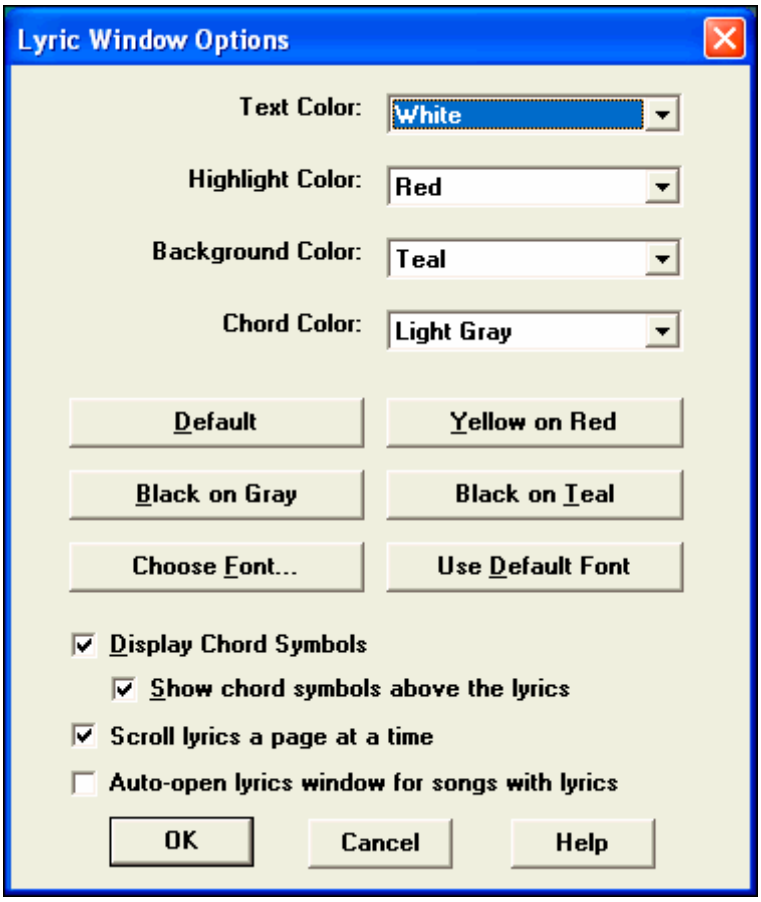


This dialog allows you to set various options on the Big Piano.

- You can set a specific range for the Big Piano, a starting note and a number of octaves, by over-riding the "auto" settings.
- "Show out-of-range notes" ensures that all notes will be displayed.
- If the "Send Notes to Notation Window" checkbox is enabled, clicking a virtual key on the big piano will insert a note to the notation track. (Note: the notation window must be opened and set to editable notation mode.)
- If "Note Guides" is selected guide notes will be shown on the keyboard. The guide notes can be scale tones, chord tones, or roots only.
- Note Names and Note Colors can be used as in the Notation settings.
- There is an option to Show Out-of-Scale notes in Yellow.
- The size of the piano keyboard can be entered in pixels, or set with the preset buttons, or set by dragging the bottom border of the window.

Lyric Window Options

BigLyrics The [BigLyrics] button opens the Lyric Window Options.



Individual color elements can be picked, or choose one of the presets.

Display Chord Symbols will interleave the chord symbols with the lyrics.

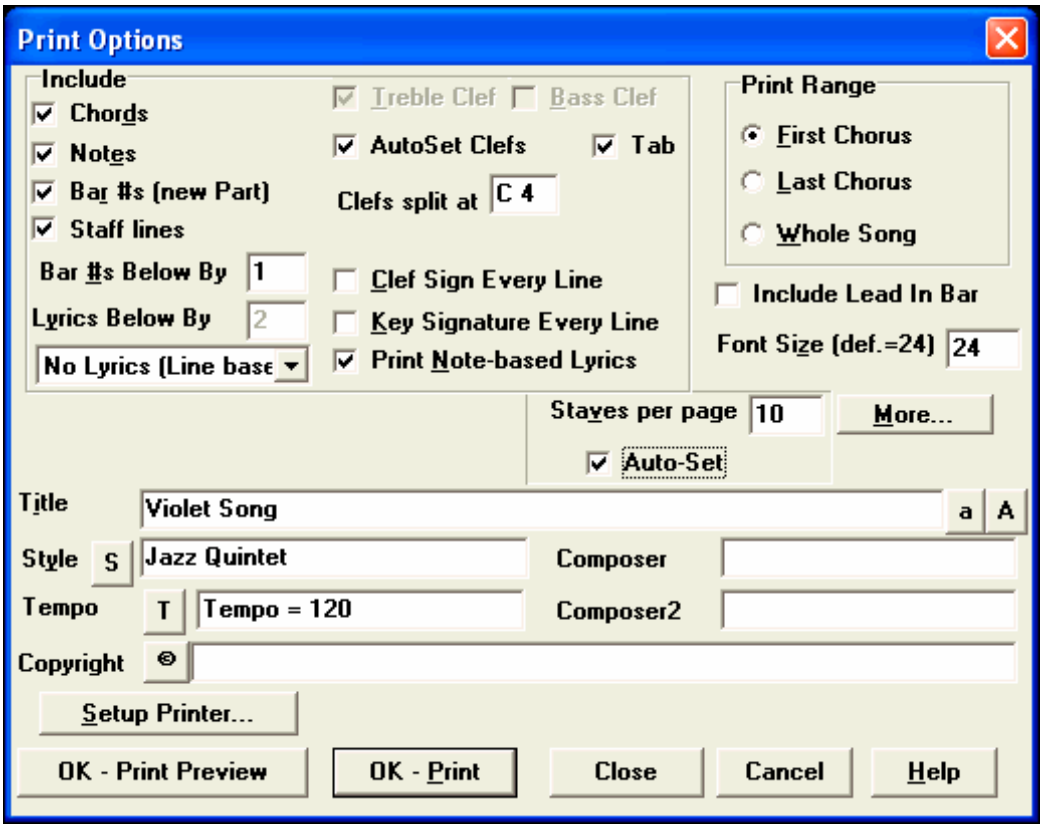
Show chord symbols above the lyrics will show the chords on a separate line.

With the **Scroll lyrics a page at a time** option selected the Big Lyrics scroll a page at a time. When the lyric cursor reaches the next-to-last line of the lyrics it will scroll to the top of the page, allowing uninterrupted reading of lyrics.

Auto-open lyrics window for songs with lyrics automatically opens the Big Lyrics window when a song with lyrics is opened in Band-in-a-Box.

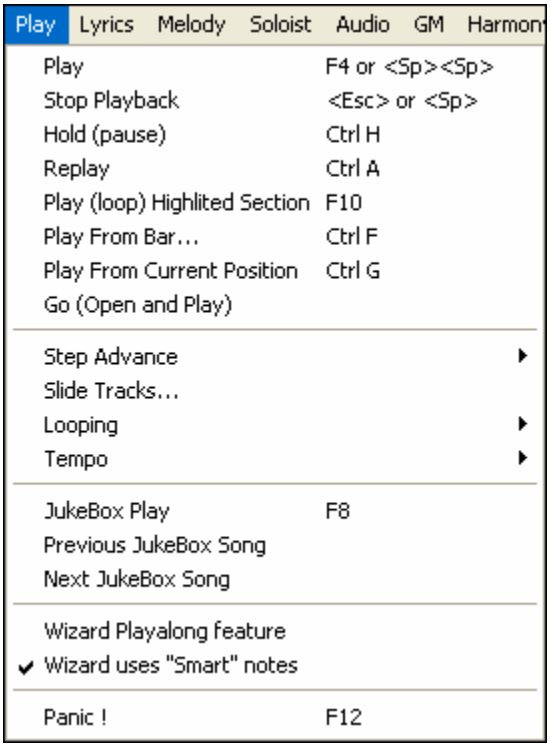
Print Options

Print The [Print] button opens the Print Options dialog.



Help These options are described in the **Notation** chapter and in the online Help.

Play Menu



Note: Most commands in the Play menu are performed by onscreen buttons, or by the keystrokes listed to the right of the menu command.

Play - Generates a new arrangement and plays the song.

Stop Playback Stops playback. To resume either use the *Play From Current Position* command or the [From] button the play from the start of the current bar, or use the [Play] or Replay [+] buttons to play from the start of the song.

Hold (pause) - Pauses the song. Repeating this command resumes play from the exact location where the song was paused.

Replay - Plays the current arrangement from the start without regenerating the parts. Edits to accompaniment parts are kept.

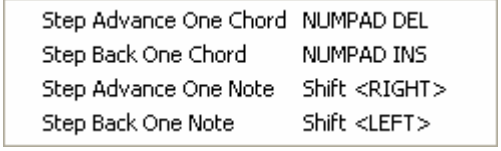
Play (loop) Highlited Section - Drag the mouse cursor to select a region of bars in the chordsheet and then use this command to play the selected region as a loop.

Play From Bar… - Choose a chorus and bar to play from in the current arrangement. Parts are not regenerated. Use this command during playback to jump to any bar in the song.

Play From Current Position - When the song is stopped this command starts playback again at the bar with the highlight cell.

Go (Open and Play) - Launches an **Open File** dialog for selection of any song in any directory. The selected song loads and plays automatically in Band-in-a-Box.

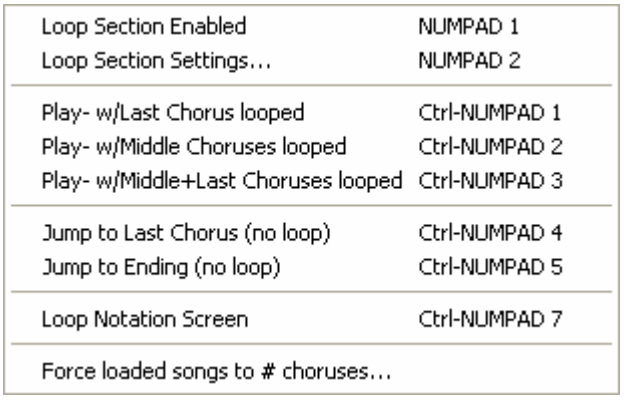
Step Advance submenu - When a song is paused these commands can be used to navigate step-by-step through the currently selected track in the Notation, Lead Sheet, or Guitar windows. Pressing the advance buttons will display the next note or chord of the melody on the piano display, guitar display, lead sheet, and notation window.



Slide Tracks

- This allows you to move any of the Bass, Drums, Piano, Guitar, Strings or Melody track ahead or behind by a certain amount. You could, for example, slide the Bass track so it plays a little ahead of the rest of the band. This has the effect of making the bass player "drive the band," and is useful in Jazz styles to make the music sound more exciting.

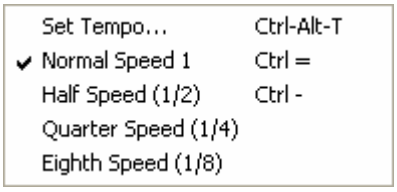
Looping


Loop Section Enabled NUMPAD 1
Loop Section Settings... NUMPAD 2
Play- w/Last Chorus looped Ctrl-NUMPAD 1
Play- w/Middle Choruses looped Ctrl-NUMPAD 2
Play- w/Middle+Last Choruses looped Ctrl-NUMPAD 3
Jump to Last Chorus (no loop) Ctrl-NUMPAD 4
Jump to Ending (no loop) Ctrl-NUMPAD 5
Loop Notation Screen Ctrl-NUMPAD 7
Force loaded songs to # choruses...

- You can loop any section of the song. The program will then start playback at the first loop point and play the looped section until stop is pressed or looping is turned off.
- Looping of a section of the song is enabled by the "LoopSec" checkbox, with the *Loop section Enabled* command, or with the keystroke NUMPAD 1.
- Open up the **Loop Section Settings** dialog with the menu command, by clicking the Loop button in the toolbar, or pressing NUMPAD 2. The Loop settings dialog will then display; see its online Help for detailed instructions.

The remaining commands in this submenu are also found in the **Loop Section Settings** dialog.

Tempo



- You can quickly enter a specific tempo for a song with the *Set Tempo…* command (hot key is **Ctrl+Alt+T**), or by clicking on the tempo. A dialog opens up where you can type in a tempo.
- You can quickly change to different speeds with the menu commands or hot keys. For example, choosing *Half Speed* (or the hot keys **Ctrl -**) will change the playback speed to half, and *Normal Speed* (**Ctrl =**) will revert to normal speed.

Juke Box Play

- Opens the **Options for Juke Box** dialog to select and play a jukebox list.

Previous Juke Box Song / Next JukeBox song

- Navigate back and forth in a juke box set list.

Wizard Playalong feature

- The Wizard is a play along feature that allows you to use the QWERTY Keyboard to play along with Band-in-a-Box. The Wizard is only active during playback.

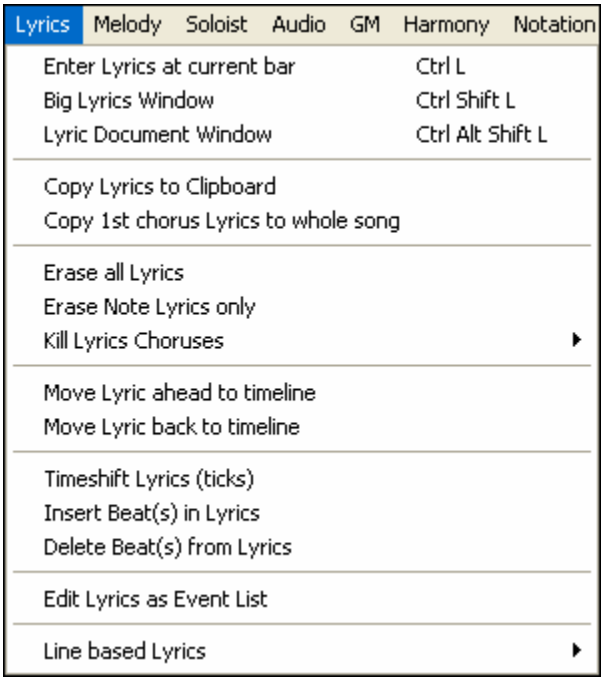
Wizard uses "Smart" notes

- Toggle this on so the Wizard will only play notes based on the chord/key of the song. Toggle "Smart" notes OFF (unchecked) to have the Wizard provide you access to the chromatic scale.

Panic!

- Select this if your MIDI notes are stuck ON and it's driving you crazy!

Lyrics Menu



Enter Lyrics at current bar - Opens the Lyric entry box at the current location of the timeline or highlight cell.

Big Lyrics Window - Opens the Big Lyrics window for viewing lyrics and, optionally, chord symbols.

Lyric Document Window - Displays a full screen of formatted lyrics. Easily copy and paste lyrics to and from your favorite word processor.

Copy Lyrics to Clipboard - This function allows you to copy a song's lyrics (and/or the chords) to the Standard Windows Clipboard. By pasting this data into a word processor, you can print out the lyrics in the font of your choice. The dialog has options to allow copying of note-based and/or line-based lyrics. With either option you can choose to include the chord symbols, have double or single line spacing, and make margin settings.

Copy 1st chorus Lyrics to whole song - Copies the note-based lyrics for the first chorus to the rest of the song.

Erase all Lyrics - Erases note-based and line-based Lyrics.

Erase Note Lyrics only - Erases only the note-based lyrics.

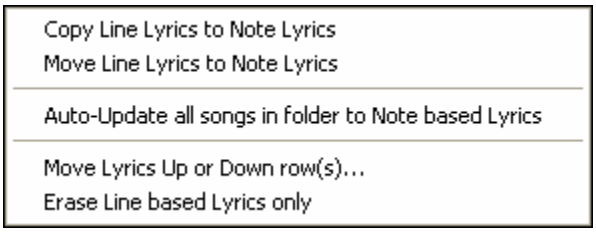
Kill Lyrics Choruses - Select from a list box to kill lyrics in the selected chorus.

Move Lyric ahead to time line
Move Lyric back to time line - If you have a note-based lyric that you want to time shift ahead or back, you can click on the time line at the destination that you want, and then choose this item. You can also shift lyric times using the Lyric Event list.

Timeshift Lyrics (ticks)
Insert Beat(s) in Lyrics
Delete Beat(s) from Lyrics - These are functions that apply to the entire lyric track. They are useful when you're inserting bars or beats into the song and need to move the lyrics around to keep them in sync.

Edit Lyrics as Event List Opens the Edit Lyrics dialog with Edit, Insert, Append, and Delete functions.

Line-based Lyrics opens a sub-menu with additional features.


Copy Line Lyrics to Note Lyrics
Move Line Lyrics to Note Lyrics
Auto-Update all songs in folder to Note based Lyrics
Move Lyrics Up or Down row(s)...
Erase Line based Lyrics only

Copy Line Lyrics to Note Lyrics converts line-based lyrics to note based lyrics. It is imprecise, because the line-based lyrics don't correspond to individual notes. But you can edit the positions of the note-based lyrics using the event list or the Move Lyric back/ahead to time line functions discussed above.

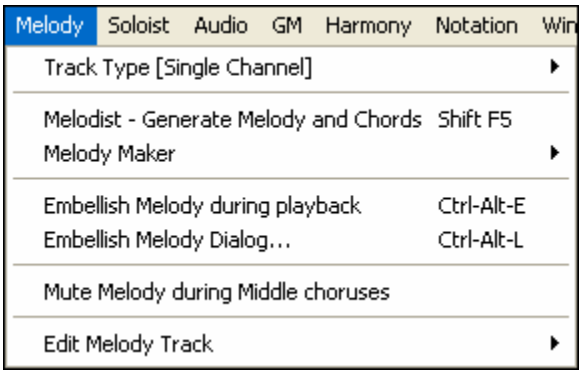
Move Line lyrics to Note Lyrics works like the Copy Line lyrics to Note Lyrics function, except it erases the Line-based lyrics.

Auto-Update all songs in folder to Note-based Lyrics will update an entire folder worth of songs, copying the Line Lyrics to Note Lyrics. Only Note-based Lyrics get displayed in the Big Lyrics Dialog, so this feature will allow you to see these lyrics in the Big Lyrics Window.

Move Lyrics Up or down row(s)… moves a line of line-based lyrics up/down a number of rows.

Erase Line-based Lyrics only erases only the line-based lyrics, preserving the note-based lyrics.

Melody Menu



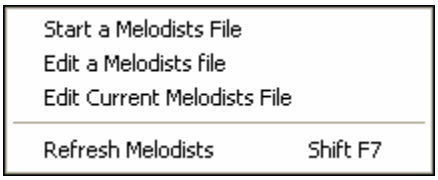
Track Type

Normally you'd leave the track type set to Single. But you can set it to:

- Multi (16) -Channel – All channels get preserved, and outputted on the channels, this would be useful for importing an entire MIDI file, and playing it from the Melody channel (using a silent style).
- Guitar – Channels 11 to 16 will display on the guitar as strings 11 to 16, TAB will show, the notation will be up an octave, and the MIDI file will contain the channels preserved.
- Piano – In this mode, channels 8 and 9 are treated as the left and right hand of a piano part.
- Selecting any one of Bass, Ukulele, Mandolin, Banjo, or Violin will display the correct tablature in the Notation window and the correct fretboard in the Guitar window.
- Set the track to match any of the 11 alternate guitar tunings, such as DADGAD, Open G, or Double Drop D that are supported by Band-in-a-Box. Then you'll see the correct notes on the guitar fretboard, in the notation and tablature.

Melodist – Generate Melody and Chords launches the Melodist.

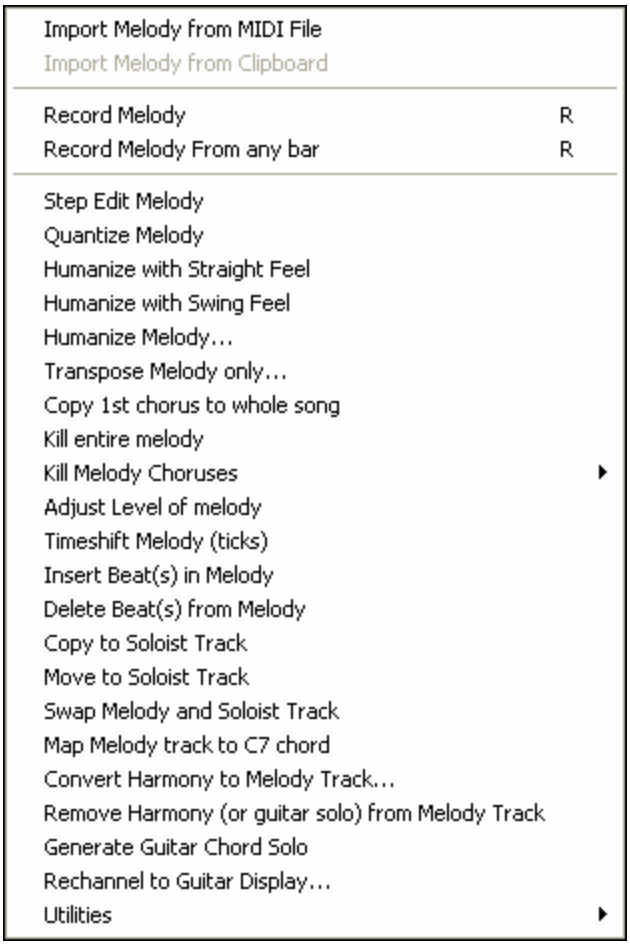
Melody Maker submenu items allow you to edit Melodist files using the Melody Maker.



Embellish Melody during playback launches the Embellisher dialog. This optionally embellishes the Melody during playback.

Embellish Melody Dialog allows you to customize the settings of the Embellisher, choose an embellisher type from presets, and make a particular Embellishment permanent.

Edit Melody submenu


Import Melody from MIDI File
Import Melody from Clipboard
Record Melody R
Record Melody From any bar R
Step Edit Melody
Quantize Melody
Humanize with Straight Feel
Humanize with Swing Feel
Humanize Melody...
Transpose Melody only...
Copy 1st chorus to whole song
Kill entire melody
Kill Melody Choruses
Adjust Level of melody
Timeshift Melody (ticks)
Insert Beat(s) in Melody
Delete Beat(s) from Melody
Copy to Soloist Track
Move to Soloist Track
Swap Melody and Soloist Track
Map Melody track to C7 chord
Convert Harmony to Melody Track...
Remove Harmony (or guitar solo) from Melody Track
Generate Guitar Chord Solo
Rechannel to Guitar Display...
Utilities

Import Melody from MIDI File allows you to import MIDI data from a file (*.MID) into the Melody track.

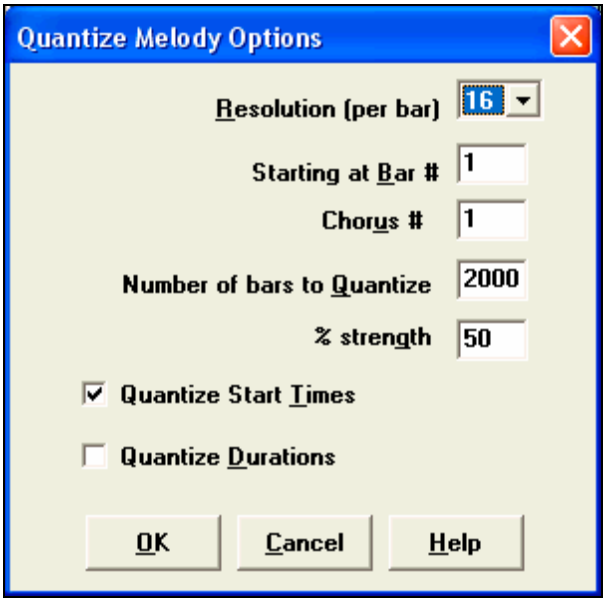
Import Melody from Clipboard allows you to import MIDI data that has been pasted into the clipboard (e.g., from a sequencer such as PowerTracks).

Record Melody launches the Record Melody dialog to record a MIDI melody.

Record melody From any bar starts recording at the current location of the highlight cell after playing a two bar lead-in.

Step Edit Melody allows you to enter/edit a melody in step time from the Notation window. This uses an event list.

Quantize Melody opens the **Quantize Melody Options** dialog. The *Humanize Melody…* feature is an advanced version of this function.



- **Resolution**. Choose the division you would like the track quantized to. Choosing 16 will Quantize to 16th notes.
- **Starting at Bar# and Chorus #**. Quantization will begin at the place you select and applied for the **number of bars**.
- **% strength**. Choose 100% if you want the notes quantized exactly to the division. Otherwise, the notes will be moved the % toward the **target** quantization.
- **Quantize Start Times**. By default, this option is set to "Yes." If you don't want the beginnings of the notes quantized, set it to "No."
- **Quantize Durations.** This quantizes the END of the notes. By default, this is set to "Off."

Humanize with Straight Feel / Humanize with Swing Feel
Band-in-a-Box uses intelligent humanization routines, which can humanize a melody from one feel to another, from one tempo to another, and vary the amount of swing in 8th notes (but not randomly). The results are very musical with natural sounding MIDI melodies.

Humanize Melody
Opens the **Melody: Quantize to New Tempo or Feel** dialog. The humanize effect is broken down into 5 main categories: Tempo, Lateness, 8th Note Spacing, Legato, and Feel.

Transpose Melody only… allows you to transpose the melody track without affecting the other tracks in the song.

Copy 1st chorus to whole song stretches the melody track out over the entire song (i.e. first, last, and middle choruses).

Kill entire melody erases the melody track and any data that was contained therein.

Kill Melody Choruses eliminates the Melody from the First Chorus, Middle Choruses, or Last Chorus as selected from a list box.

Adjust Level of melody allows you to increase or decrease the volume (velocity) of the Melody track without affecting the other tracks.

Timeshift Melody (ticks) allows you to move the Melody forwards or backwards in small increments relative to the rest of the song tracks. (Measured in ticks or parts per quarter, PPQ).

Insert Beat(s) in Melody allows you to insert a blank beat or beats into the song relative to the current time signature.

Delete Beat(s) from Melody allows you to delete a beat or beats from the song relative to the current time signature.

Copy to Soloist Track copies the entire contents of the Melody track to the Soloist Track. Useful for a temporary holding area for your Melody or bouncing tracks.

Move to Soloist Track copies the entire contents of the Melody track and erases the original data from the Melody track, preparing it for a new track or data.

Swap Melody and Soloist Track performs a "double copy/move" so that the data that was in the Melody track gets transferred to the Soloist track and visa versa. This is also known as track bouncing.

Map Melody track to C7 chord is a useful tool when making styles.

Convert Harmony to Melody Track… converts a single line Melody track to include the current harmony selection.

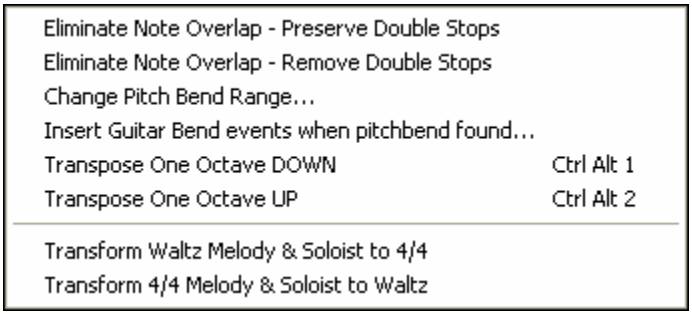
Remove Harmony (or guitar solo) from Melody Track removes a harmony from a track, providing that the harmony was put there by Band-in-a-Box in the first place using the *Convert Harmony to Melody Track* command.

Generate Guitar Chord Solo opens the Guitar feature dialog for generating a guitar chord solo.

Rechannel to Guitar Display converts channels on a track to channels 11 to 16. Channels 11 to 16 are used by Band-in-a-Box to indicate strings 1 to 6 of a guitar. It uses the current position marker on the guitar for this command.

Utilities

There is a Utilities sub-menu that has utility functions to convert the pitch bend range of a track, insert pitch bend note events, transpose, and transform melodies.


Eliminate Note Overlap - Preserve Double Stops
Eliminate Note Overlap - Remove Double Stops
Change Pitch Bend Range...
Insert Guitar Bend events when pitchbend found...
Transpose One Octave DOWN Ctrl Alt 1
Transpose One Octave UP Ctrl Alt 2
Transform Waltz Melody & Soloist to 4/4
Transform 4/4 Melody & Soloist to Waltz

Eliminate Note Overlap – Preserve Double Stops / Eliminate Note Overlap – Remove Double Stops opens a **Choose Range** dialog to select the range of bars where note overlap will be eliminated while double stops are either preserved or eliminated.

Change Pitch Bend Range… lets you set the range in semitones.

Insert Guitar Bend events when pitch bend found… will insert controllers so the guitar will display bends.

Transpose One Octave DOWN / Transpose One Octave UP transposes the Melody part one octave in either direction. This is often useful if the Melody instrument has been changed. Transposing can be done while the song plays.

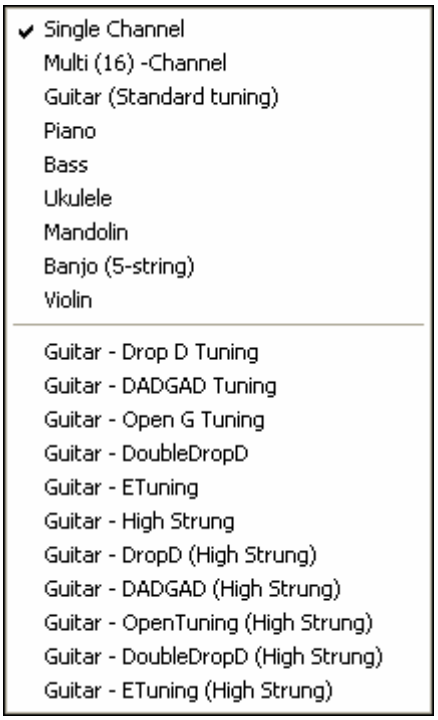
Transform Waltz Melody & Soloist to 4/4
If you have a song with a 3/4 time signature, you can instantly hear it as a 4/4 feel. Simply load the Waltz song and then change the style to a 4/4 style. Band-in-a-Box uses intelligent algorithms to transform the melody to the new time signature.

Transform 4/4 Melody & Soloist to Waltz
You can automatically transform any 4/4 song/melody to a Waltz 3/4 feel. Simply load in any 4/4 song and change the style to a Waltz style. The program will offer to transform the melody so that it works as a Waltz. It's fun and educational to hear and play familiar songs in a Waltz feel.

Soloist Menu

Track Type

Normally you'd leave the track type set to Single. But you can set it to:

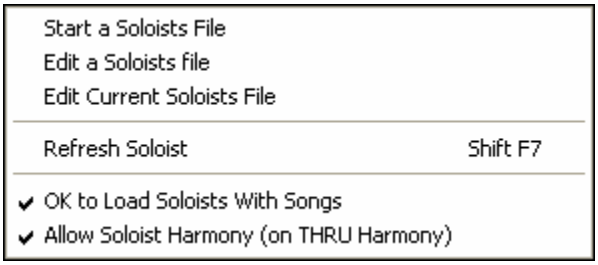


- Multi (16) -Channel – All channels get preserved, and outputted on the channels, this would be useful for importing an entire MIDI file, and playing it from the Melody channel (using a silent style).
- Guitar – Channels 11 to 16 will display on the guitar as strings 11 to 16, TAB will show, the notation will be up an octave, and the MIDI file will contain the channels preserved.
- Piano – In this mode, channels 8 and 9 are treated as the left and right hand of a piano part.
- Selecting any one of Bass, Ukulele, Mandolin, Banjo, or Violin will display the correct tablature in the Notation window and the correct fretboard in the Guitar window.
- Set the track to match any of the 11 alternate guitar tunings, such as DADGAD, Open G, or Double Drop D that are supported by Band-in-a-Box. Then you'll see the correct notes on the guitar fretboard, in the notation and tablature.

Generate and play a Solo...

Opens the **Select Soloist** dialog where a preset Soloist style can be selected or your own Soloist can be defined.

Soloist Maker submenu


Start a Soloists File
Edit a Soloists file
Edit Current Soloists File
Refresh Soloist Shift F7
OK to Load Soloists With Songs
Allow Soloist Harmony (on THRU Harmony)

Start a Soloists File allows you to make and edit Soloist styles saved under the filename of your choice. See Soloist Edit dialog for additional details on importing/exporting/saving Soloists.

Edit a Soloists file opens an **Open File** dialog where you can select any Soloist file (*.SOL) to edit. To edit the soloist you are using, use the **Edit Current Soloist File** command.

If you want to make your own soloists or modify an existing Soloist, use the Soloist Maker (edit) module. The Soloist Maker allows you to define the parameters essential to a soloist's playing, such as instrument range (i.e. tenor

saxophone), extra legato playing, playing more on top of the beat, playing straighter 8th notes than usual swing 8th notes. In addition, you can set phrasing options, such as how long the phrase should be, and how much "space" to leave between phrases. You can also set how "outside" the playing should be.

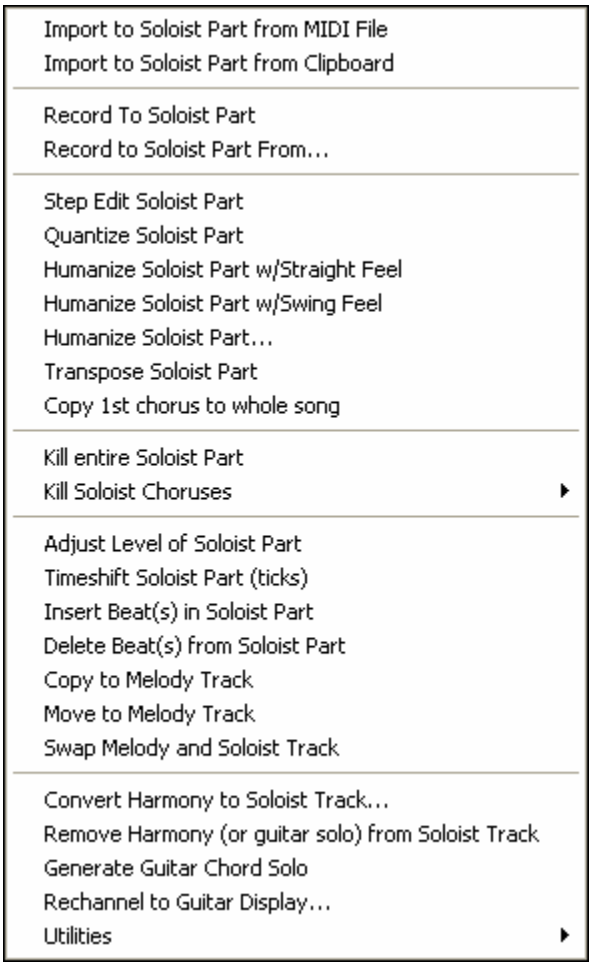
Edit Current Soloists File opens the **Select Soloist** dialog with the currently installed Soloists file.

Refresh Soloist allows the Soloist full access to all solo ideas contained in its database. Use to refresh after several Soloists have been made.

OK to Load Soloists w/Songs Enable this option if you want Soloists to be automatically loaded with a song that was saved with Soloist information.

Allow Soloist Harmony (on THRU Harmony) Enable this option to permit the Soloist to utilize the Harmony features. This will allow the Soloist to make a harmonized solo with the harmony of your choice. See the Select Soloist dialog for additional details.

Edit Soloist Track is a sub-menu of editing options.


Import to Soloist Part from MIDI File
Import to Soloist Part from Clipboard
Record To Soloist Part
Record to Soloist Part From...
Step Edit Soloist Part
Quantize Soloist Part
Humanize Soloist Part w/Straight Feel
Humanize Soloist Part w/Swing Feel
Humanize Soloist Part...
Transpose Soloist Part
Copy 1st chorus to whole song
Kill entire Soloist Part
Kill Soloist Choruses
Adjust Level of Soloist Part
Timeshift Soloist Part (ticks)
Insert Beat(s) in Soloist Part
Delete Beat(s) from Soloist Part
Copy to Melody Track
Move to Melody Track
Swap Melody and Soloist Track
Convert Harmony to Soloist Track...
Remove Harmony (or guitar solo) from Soloist Track
Generate Guitar Chord Solo
Rechannel to Guitar Display...
Utilities

Import to Soloist Part from MIDI File allows you to import MIDI data from a file (*.MID) into the Soloist track.

Import to Soloist Part from Clipboard allows you to import MIDI data that has been pasted into the clipboard (e.g., from a sequencer such as PowerTracks).

Record To Soloist Part records a MIDI part to the Soloist track instead of recording to the Melody track.

Record to Soloist Part From… starts recording at the current location of the highlight cell after playing a two bar lead-in.

Step Edit Soloist allows you to enter/edit a soloist in step time from the Notation window. This uses an event list.

Quantize Soloist opens the **Quantize Soloist Options** dialog. The *Humanize Soloist Part…* feature is an advanced version of this function.

Humanize Soloist Part w/Straight Feel / …/Swing Feel. Band-in-a-Box uses intelligent humanization routines, which can humanize a Soloist from one feel to another, from one tempo to another, and vary the amount of swing in 8th notes (but not randomly). The results are very musical, with natural sounding MIDI solos.

Humanize Soloist Part… opens the **Soloist: Quantize to New Tempo or Feel** dialog. The humanize effect is broken down into 5 main categories: Tempo, Lateness, 8th Note Spacing, Legato, and Feel.

Transpose Soloist Part allows you to transpose the Soloist track without affecting the other tracks in the song.

Copy 1st chorus to whole song stretches the Soloist track out over the entire song (i.e. first, last, and middle choruses).

Kill entire Soloist Part erases the Soloist track and any data that was contained therein.

Kill Soloist Choruses eliminates the Soloist from the First Chorus, Middle Choruses, or Last Chorus as selected from a list box.

Adjust Level of Soloist Part allows you to increase or decrease the volume (velocity) of the Soloist track without affecting the other tracks.

Timeshift Soloist Part (ticks) allows you to move the Soloist forward or backwards in small increments relative to the rest of the song tracks. (Measured in ticks or parts per quarter, PPQ.)

Insert Beat(s) in Soloist Part allows you to insert a blank beat or beats into the song relative to the current time signature.

Delete Beat(s) from Soloist Part allows you to delete a beat or beats from the song relative to the current time signature.

Copy to Melody Track copies the entire contents of the Soloist track to the Melody Track. Useful for a temporary holding area for your soloist or for bouncing tracks.

Move to Melody Track copies the entire contents of the Soloist track and erases the original data from the Soloist track, preparing it for a new track or data.

Swap Melody and Soloist Track performs a "double copy/move" so that the data that was in the Soloist track gets transferred to the Melody track and vice versa. This is also known as track bouncing.

Convert Harmony to Soloist Track… converts a single line Soloist track to include the current harmony selection.

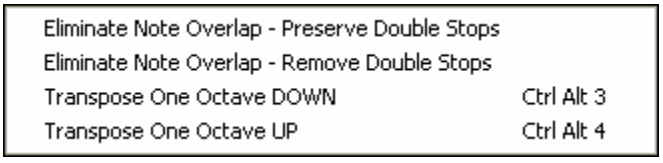
Remove Harmony (or guitar solo) from Soloist Track removes a harmony from a track, providing that the harmony was put there by Band-in-a-Box in the first place using the *Convert Harmony to Soloist Track* command.

Generate Guitar Chord Solo opens the Guitar feature dialog for generating a guitar chord solo.

Rechannel to Guitar Display converts channels on a track to channels 11 to 16. Channels 11 to 16 are used by Band-in-a-Box to indicate strings 1 to 6 of a guitar. It uses the current position marker on the guitar for this command.

Utilities

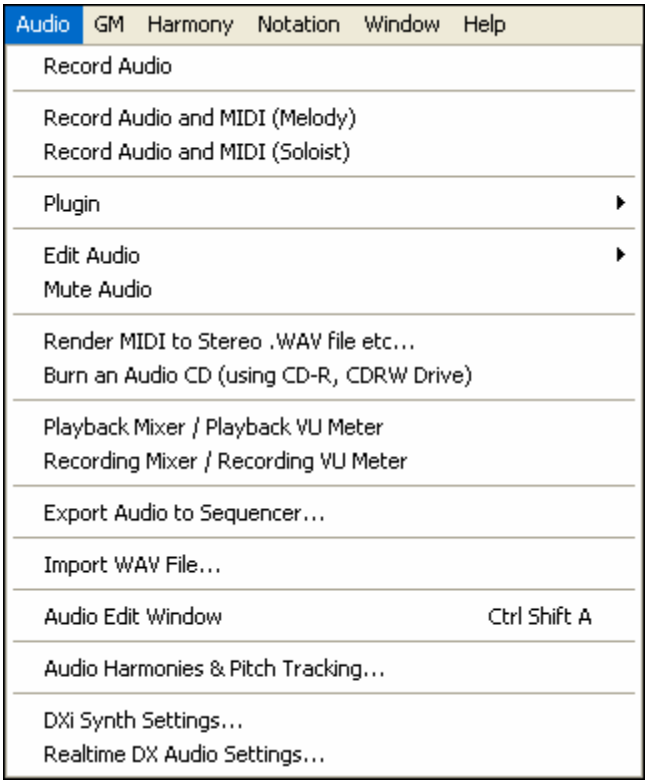
There is a Utilities sub-menu that has utility functions to convert the pitch bend range of a track, or to insert pitch bend note events.


Eliminate Note Overlap - Preserve Double Stops
Eliminate Note Overlap - Remove Double Stops
Transpose One Octave DOWN Ctrl Alt 3
Transpose One Octave UP Ctrl Alt 4

Eliminate Note Overlap – Preserve Double Stops / Eliminate Note Overlap – Remove Double Stops opens a **Choose Range** dialog to select the range of bars where note overlap will be eliminated while double stops are either preserved or eliminated.

Transpose One Octave DOWN / Transpose One Octave UP transposes the Soloist part one octave in either direction. This is often useful if the Soloist instrument has been changed. Transposing can be done while the song plays.

Audio Menu



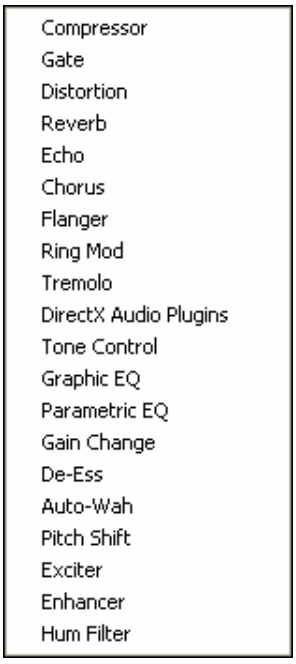
The **Record Audio** function is used to Record Audio using a microphone plugged into your sound card or a guitar (or mixer) plugged into the line-in on your sound card. This launches the **Record Audio** Dialog and the **Record Audio – Keep Take** dialog.

The next two items, **Record Audio and MIDI (Melody)** and **Record Audio and MIDI (Soloist)** refer to the situation where you want to simultaneously record an audio track (vocals etc.) as well as a MIDI piano part. You can record the MIDI to the Melody or Soloist track.

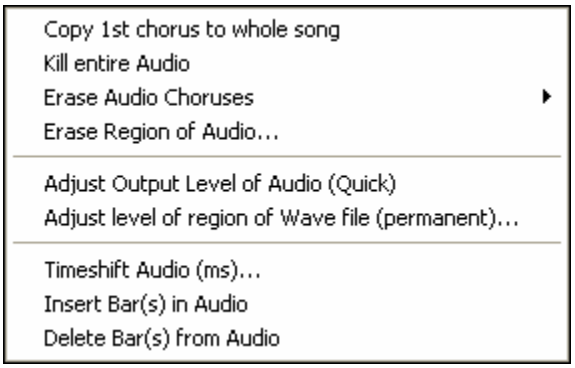
The **Plugin** menu command refers to running a plug-in audio effect. This applies an audio effect such as Reverb or Chorus to the already recorded audio part.

Band-in-a-Box comes with a large selection of high quality audio effects built-in, such as Compressor, Gate, Distortion, Reverb, Echo, Chorus, Flanger, Ring Mod, Tremolo, Tone Control, Graphic EQ, Parametric EQ, Gain Change, De-Ess, Auto-Wah, Pitch Shift, Exciter, Enhancer and Hum Filter. DirectX plug-ins from PG Music and other makers are also supported.

The plug-ins are fully documented in the online Help.



Edit Audio submenu


Copy 1st chorus to whole song
Kill entire Audio
Erase Audio Choruses
Erase Region of Audio...
Adjust Output Level of Audio (Quick)
Adjust level of region of Wave file (permanent)...
Timeshift Audio (ms)...
Insert Bar(s) in Audio
Delete Bar(s) from Audio

Copy 1st chorus to whole song copies the first chorus to the rest of the song.

The **Kill entire Audio** menu item is used to erase the Audio Track.

Erase Audio Choruses will erase the First Chorus, Middle Choruses, or the Last Chorus as chosen from a list box.

Erase Region of Audio will erase a specified region of bars/beats of audio.

Adjust Output Level of Audio (Quick) uses the Windows mixer to adjust the output level of the audio track. You can also use the Windows mixer directly by pressing the yellow speaker icon.

Adjust level of region of .WAV file (permanent)… changes the volume of the audio track itself. It uses a sophisticated peak-limiting algorithm to ensure that increases in the volume do not result in clipping of the sound, which would be heard as a loud distortion. It accepts units of decibels (dB). Zero means no change in the level, whereas +6 would be a doubling of the sound, and –6 halves the sound level.

Timeshift Audio (ms)… is used to time shift the whole audio track a certain number of milliseconds. Normally you wouldn't have to time shift a track at all. There are settings in the Audio-Options Dialog (see below) that can adjust for synchronization differences between your sound card and MIDI devices.

Tip: 1000ms = 1 second. Positive values move the audio track ahead, negative values move it back.

Insert Beat(s) in Audio and **Delete Beat(s) from Audio** are used to insert, silence, or remove parts of the audio track. You can specify the region to use. For example, if you decide to add an extra 2 bars to the intro in Band-in-a-Box, and you've already recorded an audio track, you should insert 2 bars (8 beats in a 4/4 time signature) into the audio track as well.

Mute Audio is a toggle switch to mute and unmute the audio track.

Render MIDI to Stereo .WAV file etc… This command launches the dialog that allows you to Render (convert) the Band-in-a-Box song (with or without an audio track) to a stereo .WAV file.

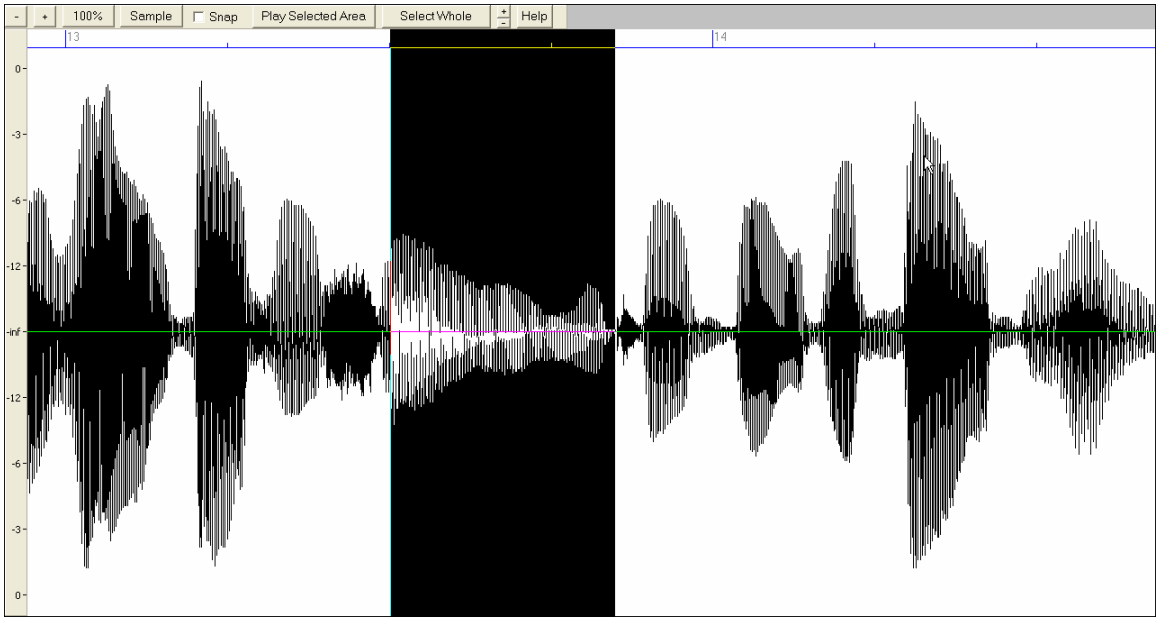
Burn an Audio CD (using CD-R, CDRW Drive) takes you to the **Render to Audio File** dialog where you can launch the built-in MiniBurn program with the ['Burn' to Audio CD] button.
Playback Mixer / Playback VU Meter takes you directly to the Windows **Playback** control to adjust volumes on your sound card. Note that not all sound devices have VU meters.

Recording Mixer / Recording VU Meter takes you directly to the Windows **Recording** control to adjust volumes on your sound card. Note that not all sound devices have VU meters.

Export Audio to Sequencer… gives instructions on how easy it is to use your Band-in-a-Box wave file in any audio sequencer, like PowerTracks Pro Audio.

Import WAV File… a mono or stereo WAV file can be imported to the Audio track, optionally merging or replacing any existing audio track**.**

Audio Window launches the audio edit window where the wave file can be viewed and edited.



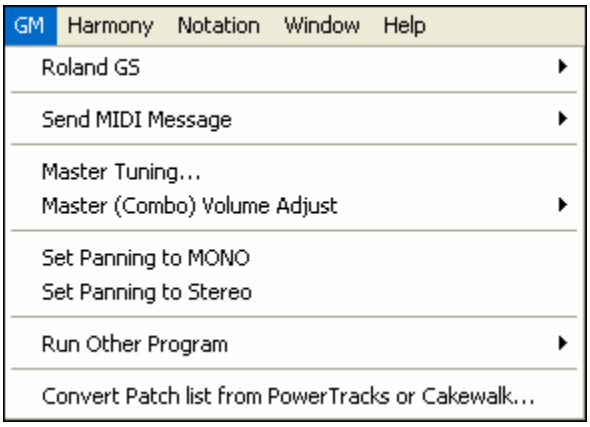
Audio Harmonies & Pitch Tracking opens the **Generate Audio Harmonies** dialog. There are three uses of the Audio Harmonies in Band-in-a-Box, namely:

- Pitch tracking (fixing) of the melody.
- Harmonizing your voice using Band-in-a-Box harmonies (when a MIDI melody is present)
- Harmonizing your voice to the chords of the song (when no MIDI melody is present)

DXi Synth Settings opens the **DirectX Plugins** dialog to the **Synth Track** where you can select a DXi synth and apply real time effects to its audio output.

Realtime DX Audio Settings opens the **DirectX Plugins** dialog to the **Audio Track** where you can apply real time effects to the Band-in-a-Box audio track.

GM Menu

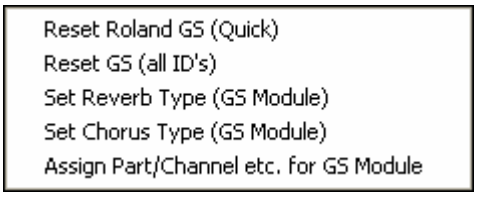


The GM functions work on MIDI sound devices that support the GM (General MIDI) standard, which includes most newer MIDI Keyboards and sound cards.

The GS functions work on instruments that support the Roland GS specification. This includes the Roland Sound Canvas, SCC1, and JV-30.

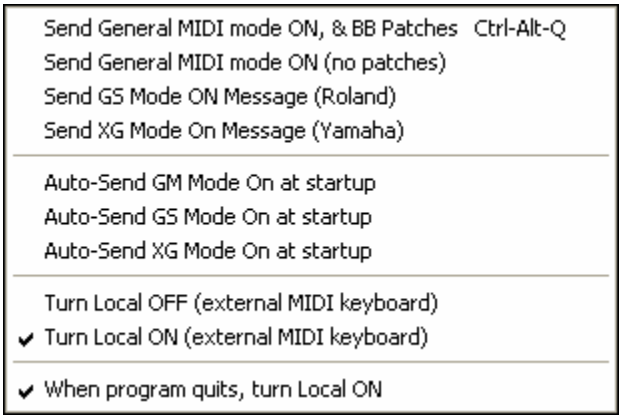
The XG functions work on instruments that support the Yamaha XG specification.

Roland GS submenu


Reset Roland GS (Quick)
Reset GS (all ID's)
Set Reverb Type (GS Module)
Set Chorus Type (GS Module)
Assign Part/Channel etc. for GS Module

Reset Roland GS (Quick) and **Reset GS (all ID's)** reset the module to factory settings.
Set Reverb Type or **Set Chorus Type (GS Module):** Roland GS instruments allow different type of reverb and chorus settings. These settings boxes allow you to select them.
Assign Part/Channel etc. for GS Module The GS Part settings are for GS compatible synthesizers only. These synthesizers have 16 parts. The default is for part 1 to be channel 1, part 2 channel 2 etc., but you can change a part to another channel. This allows you to use the same channel for 2 parts, so that you hear a layer of 2 instruments playing the same part.

Send MIDI Message submenu


Send General MIDI mode ON, & BB Patches Ctrl-Alt-Q
Send General MIDI mode ON (no patches)
Send GS Mode ON Message (Roland)
Send XG Mode On Message (Yamaha)
Auto-Send GM Mode On at startup
Auto-Send GS Mode On at startup
Auto-Send XG Mode On at startup
Turn Local OFF (external MIDI keyboard)
Turn Local ON (external MIDI keyboard)
When program quits, turn Local ON

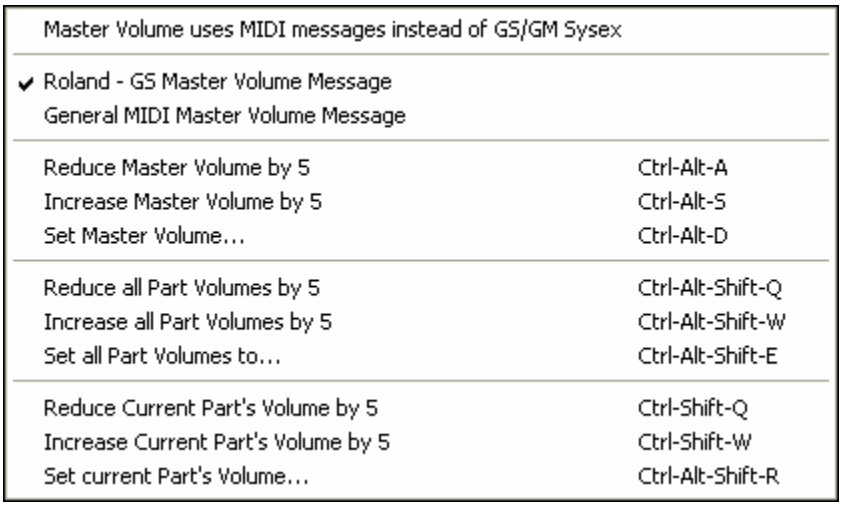
Send General MIDI mode ON, & BB Patches sends a General MIDI mode ON message to the external MIDI device and the sends the startup Band-in-a-Box patch changes.
Send General MIDI mode ON (no patches) sets the external module to General MIDI mode. This command will ensure that the module is ready to accept GM-specific MIDI data such as Bank, Controller, and Patch information.
Send GS Mode On Message (Roland) / Send XG Mode On Message (Yamaha): Since the inception of the GM (General MIDI) standard, there have been two major subsets/extensions of this standard; GS (Roland) and XG (Yamaha). Therefore, in addition to the GM Mode-on menu item feature there are additional commands to send a GS mode ON or a XG mode ON message at any time by accessing the GM menu.
Auto-Send GM Mode On at startup sends a "General MIDI mode on" message when the program boots up.

Auto-Send GS Mode On at startup sends a Roland GS system on message when the Band-in-a-Box program boots up.
Auto-Send XG Mode On at startup sends a Yamaha XG system on message when the Band-in-a-Box program boots up.
Turn Local OFF / ON (external MIDI keyboard)
"Local" refers to music playing on an external MIDI keyboard. If set to "Off," Band-in-a-Box will play the keyboard via the THRU part. If set to "On," both Band-in-a-Box and the keyboard might be playing the same Thru part.
When program quits, turn Local ON automatically turns the external MIDI keyboard back on at the end of the Band-in-a-Box session.

Master Tuning… allows you to master tune your sound card or sound module. This is useful if you're playing along with an instrument or recording that can't easily be re-tuned like an acoustic piano. A setting of 0 is the default A = 440.

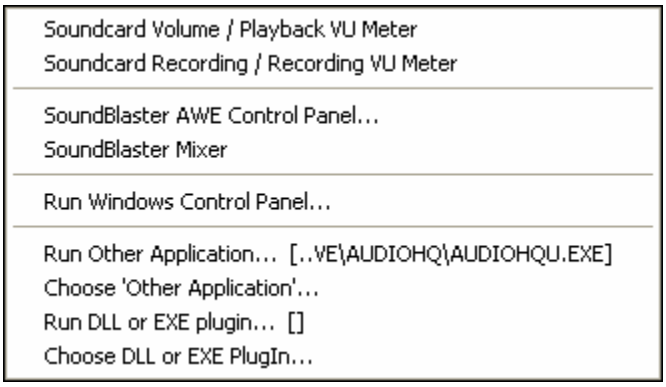
> **Note:** Not all sound cards/ modules support Master Tuning. To see if your sound card supports Master Tuning, press the [Test..] button.

Master (Combo) Volume Adjust submenu


Master Volume uses MIDI messages instead of GS/GM Sysex
Roland - GS Master Volume Message
General MIDI Master Volume Message
Reduce Master Volume by 5 Ctrl-Alt-A
Increase Master Volume by 5 Ctrl-Alt-S
Set Master Volume... Ctrl-Alt-D
Reduce all Part Volumes by 5 Ctrl-Alt-Shift-Q
Increase all Part Volumes by 5 Ctrl-Alt-Shift-W
Set all Part Volumes to... Ctrl-Alt-Shift-E
Reduce Current Part's Volume by 5 Ctrl-Shift-Q
Increase Current Part's Volume by 5 Ctrl-Shift-W
Set current Part's Volume... Ctrl-Alt-Shift-R

Master Volume uses MIDI messages instead of GS/GM Sysex should be set by all users except if you have a Roland GS synth, Roland Sound Canvas, or Roland VSC. If set, the Combo settings will allow Master Volume and other MIDI settings to work. This submenu allows you to set whether to use **Roland - GS** or **General MIDI** for Master Volume messages. Unless you have a Roland you should select General MIDI.
If you want to "turn it all up or down," this can be done quickly with menu commands or hot keys to set the Master Volume. There are also hot keys that control the overall volume by reducing (or increasing) volumes on all parts by 5 to simulate a Master Volume effect (especially useful for sound cards that don't support Master Volume changes). These items also have hot keys as listed on the menu (**Ctrl+Alt+Shift Q, W,** and **E**). Commands and hot keys are also provided to change the volume of the current part only.
Set Panning to MONO sets the panning of your Band-in-a-Box parts (Bass, Drums, Piano, etc.) to mono.
Set Panning Mode to Stereo sets the panning of your Band-in-a-Box parts (Bass, Drums, Piano, etc.) to a typical stereo setup, which is saved with the preferences.

Run Other Program submenu


Soundcard Volume / Playback VU Meter
Soundcard Recording / Recording VU Meter
SoundBlaster AWE Control Panel...
SoundBlaster Mixer
Run Windows Control Panel...
Run Other Application... [..VE\AUDIOHQ\AUDIOHQU.EXE]
Choose 'Other Application'...
Run DLL or EXE plugin... []
Choose DLL or EXE PlugIn...

Sound card Volume / Playback VU Meter launches the Windows mixer to adjust volumes on your sound card with the Playback panel.
Sound card Recording / Recording VU Meter launches the Windows Mixer to adjust volumes on your sound card with the Recording panel.

> **Note:** This uses the c:\windows\sndvol32.exe Mixer program. You may need to have the Windows 98 version of this program for the Recording Panel to open properly. If you don't, you'd see the "Volume Control" panel and will have to manually set it to the Recording Panel (by choosing Options | Properties | Recording).

SoundBlaster AWE Control Panel applies only to users with a SoundBlaster. This function launches the "AWE Control" application.
SoundBlaster Mixer is also for Sound Blaster users only, and launches the mixer for volumes.
Run Windows Control Panel… runs the Windows Control Panel, which lets you examine MIDI and Audio settings in the Multimedia, Add New Hardware, and System panels.

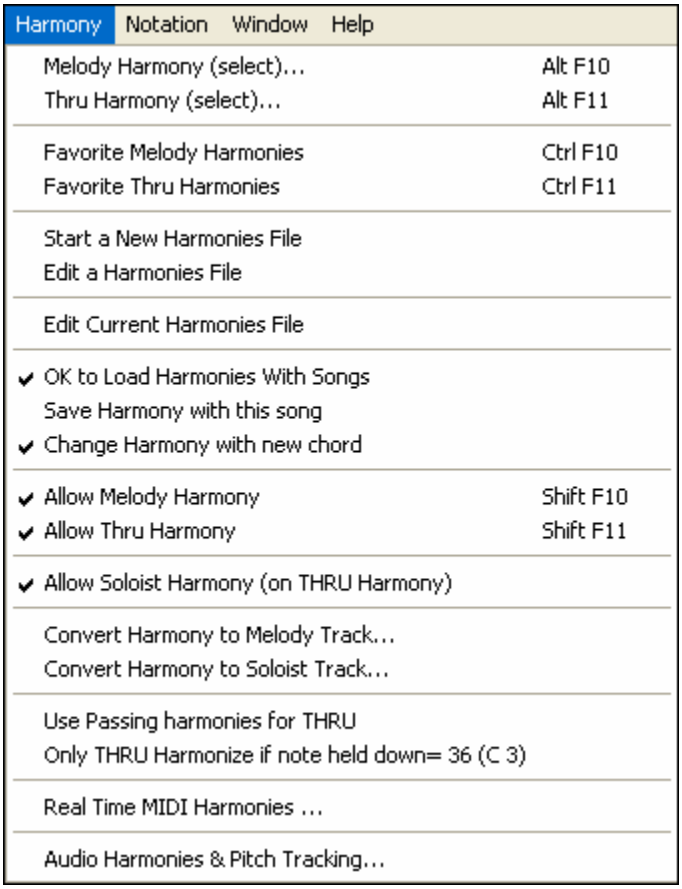
Run Other Application… and **Choose [Other Application…]** allows you to specify and run any other application (mixer application, PowerTracks etc.).

Run DLL or &EXE plugin… and **Choose DLL or EXE PlugIn…** allows you to run a plug-in that has been made specifically for a PG Music product.

Convert Patch list from PowerTracks or Cakewalk…

This will let you convert a PowerTracks Pro Audio .INI file or a Cakewalk .INS file to a Band-in-a-Box .PAT file.

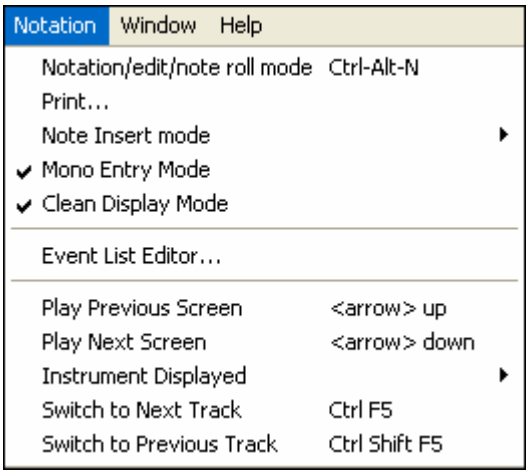
Harmony Menu


Harmony
Notation
Window
Help
Melody Harmony (select)... Alt F10
Thru Harmony (select)... Alt F11
Favorite Melody Harmonies Ctrl F10
Favorite Thru Harmonies Ctrl F11
Start a New Harmonies File
Edit a Harmonies File
Edit Current Harmonies File
OK to Load Harmonies With Songs
Save Harmony with this song
Change Harmony with new chord
Allow Melody Harmony Shift F10
Allow Thru Harmony Shift F11
Allow Soloist Harmony (on THRU Harmony)
Convert Harmony to Melody Track...
Convert Harmony to Soloist Track...
Use Passing harmonies for THRU
Only THRU Harmonize if note held down= 36 (C 3)
Real Time MIDI Harmonies ...
Audio Harmonies & Pitch Tracking...

Melody Harmony (select)…
This option brings up the complete Harmony styles list, and allows you to choose one for the current Melody track.
Thru Harmony (select)…
This option brings up the complete Harmony styles list, and allows you to choose one for the current Thru track.
Favorite Melody Harmonies
This option brings up your favorite 50 Harmony styles (based on recent usage) and allows you to choose one to use on the Melody track.
Favorite Thru Harmonies
This option brings up your favorite 50 Harmony styles (based on recent usage) and allows you to choose one to use on the Thru track.
Start a New Harmonies File
Allows you to make and edit Harmony styles saved under your own filename.
Edit a Harmonies File
Allows you to edit a Harmony file that is in your \bb directory.
Edit Current Harmonies File
Allows you to edit the Harmony file that is currently loaded on your system.
OK to Load Harmonies With Songs
Toggle this option “On” if you want to load any harmony settings that were saved/embedded in a given song.
Save Harmony with this song
Toggle this option “On” to allow Band-in-a-Box to embed the harmony settings for the current song so that they may be recalled automatically at a later time.
Change Harmony with new chord
Toggle this option “On” to allow the program to vary the harmony characteristics (i.e. inversions) each time a new chord is encountered in the song.

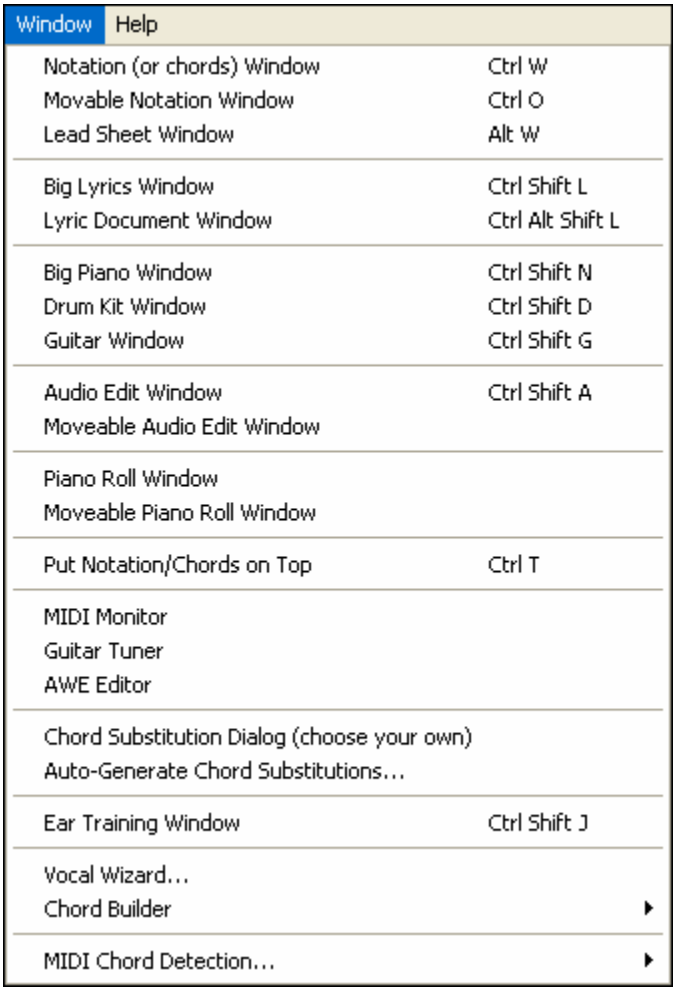
Allow Melody Harmony
Toggle this option "On" to allow harmonies on the Melody MIDI channels.
Allow Thru Harmony
Toggle this option "On" to allow harmonies on the Thru MIDI channels.
Allow Soloist Harmony (on THRU Harmony)
Toggle this option "On" to allow the Thru MIDI channels to utilize the harmony features for the Soloist track.
Convert Harmony to Melody Track…
Converts a single line Melody track to include the current harmony selection.
Convert Harmony to Soloist Track…
This converts a single line Soloist track to include the current harmony selection (On the Thru harmony).
Use Passing Harmonies for THRU
When playing along on a MIDI keyboard (or the Wizard) using a Thru harmony, you can use passing harmonies. For example, on a C7 chord, with an Ab note, the harmony might be a B diminished chord, which is a passing harmony.
Only THRU Harmonize if note held down = 36 (C3)
By setting this option you can specify to only harmonize the note if a certain note is held down. (The default note is a C two octaves below middle C.)
Real Time Harmonies
This feature allows you to play harmonies in real-time. Use this with your MIDI keyboard (while Band-in-a-Box is stopped). Hold a chord down with the left hand and play notes with the right hand. The notes will be harmonized according to the chord that you're playing in the left hand.
Audio Harmonies & Pitch Tracking
You can apply a harmony to the audio part – allowing you to automatically create up to 4 part vocal harmonies from your singing. Band-in-a-Box generates the harmonies using the world-leading TC-Helicon Vocal Technologies engine. Once you have recorded a vocal part into Band-in-a-Box, you can use this feature in many ways, including:
- Pitch tracking (fixing) of the melody.
- Harmonizing your voice using Band-in-a-Box harmonies (when a MIDI melody is present)
- Harmonizing your voice to the chords of the song (when no MIDI melody is present)

Not'n Menu



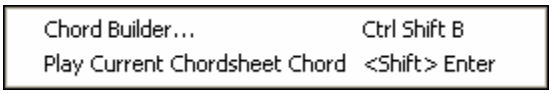
Notation/edit/note roll mode moves the notation window through its various entry modes.
Print... brings up the print dialog box.
Note Insert mode
Toggling this to "On" allows you to insert notes graphically with your mouse or keyboard on the notation window.
Mono Entry Mode
Toggle this "On" if you are inserting single notes (not chords) on the notation window.
Clean Display Mode
Toggle this "On" if you want notes displayed on your notation window in a quantized view (does not affect song playback).
Event List Editor
This opens the Event List window. You can edit events including all MIDI events and lyric events using the Event List Editor. You can edit the Melody, Soloist, Lyrics, or StyleMaker patterns using this event list.
The event list can also be launched from the Notation window by pressing the event list button (#).
Play Previous Screen
Backs the song up four bars.
Play Next Screen
Moves the song to the next four bars.
Instrument Displayed
Since there is not enough room on the screen to display the notation for all instruments, only one is displayed at a time. You can choose which one you want to display from this menu option or the instrument buttons on the notation window.
Switch to Next Track / Switch to Previous Track
Select parts from left to right in the Instrument row buttons.

Window Menu


Window
Help
Notation (or chords) Window Ctrl W
Movable Notation Window Ctrl O
Lead Sheet Window Alt W
Big Lyrics Window Ctrl Shift L
Lyric Document Window Ctrl Alt Shift L
Big Piano Window Ctrl Shift N
Drum Kit Window Ctrl Shift D
Guitar Window Ctrl Shift G
Audio Edit Window Ctrl Shift A
Moveable Audio Edit Window
Piano Roll Window
Moveable Piano Roll Window
Put Notation/Chords on Top Ctrl T
MIDI Monitor
Guitar Tuner
AWE Editor
Chord Substitution Dialog (choose your own)
Auto-Generate Chord Substitutions...
Ear Training Window Ctrl Shift J
Vocal Wizard...
Chord Builder
MIDI Chord Detection...

Notation (or chords) Window toggles between the notation and the chordsheet views.
Movable Notation Window opens a movable and resizable notation window.
Lead Sheet Window launches the lead sheet notation.
Big Lyrics Window launches a window that displays lyrics in a Karaoke format.
Lyric Document Window displays a full screen of formatted lyrics. Easily copy and paste lyrics to and from your favorite word processor**.**
Big Piano Window launches a window that displays a Big Piano.
Drum Kit Window launches the animated Drum Kit. Once launched, press [Help] to get more information about the Drum Kit.
Guitar Window launches an on-screen Guitar.
The **Audio Edit Window** allows you to edit audio data, using copy, cut, and paste. You can zoom the audio in to the sample level so that you can see the actual sine waves present.
Moveable Audio Edit Window opens the regular Audio Edit Window but lets you reposition it on the screen.
Piano Roll Window launches the Piano Roll window where you can edit the Melody or Soloist track in a traditional piano roll format.
Moveable Piano Roll Window opens the regular Piano Roll window, but lets you move and reposition it on the screen.
Put Notation/Chords on Top moves the notation window to the top of the main screen and moves the piano roll at the bottom of the main screen.
The **MIDI Monitor, Guitar Tuner,** and **AWE Editor** items launch the selected module. Each one has extensive help available inside the module. There are also buttons available for these items.

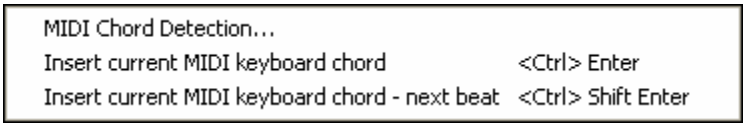
Chord Substitution Dialog (choose your own)
This allows you to see a list of possible chord substitutions for the current chord progression. You can also access it from a right mouse click on the chordsheet, and by pressing the Chord Substitution button.
Auto-Generate Chord Substitutions…
This will automatically pick chord substitutions for all or part of the song.
Ear Training Window
Practice your ear training with help from Band-in-a-Box. In addition to the common interval exercises (perfect 4th, minor 2nd, etc.), learning to play-by-ear is further enhanced by ear training exercises to recognize common chord types.
Vocal Wizard selects and transposes the song to the best key for the singer's vocal range.
Chord Builder submenu



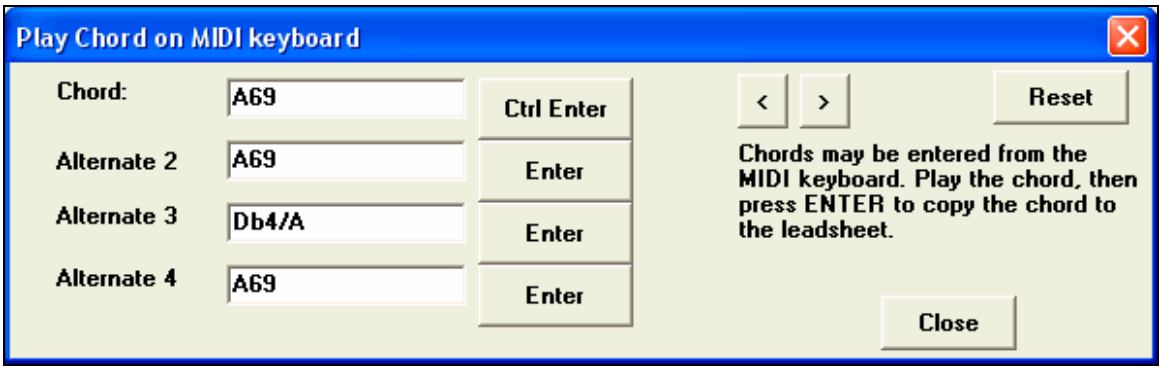
Chord Builder… Allows you to build up chords using mouse clicks.

Play Current Chordsheet Chord plays the current chord on the chordsheet. It is most commonly accessed by pressing **Shift+Enter** on the chordsheet.

MIDI Chord Detection…
This command brings up a submenu for entering chords from a keyboard.


MIDI Chord Detection…
Insert current MIDI keyboard chord <Ctrl> Enter
Insert current MIDI keyboard chord - next beat <Ctrl> Shift Enter

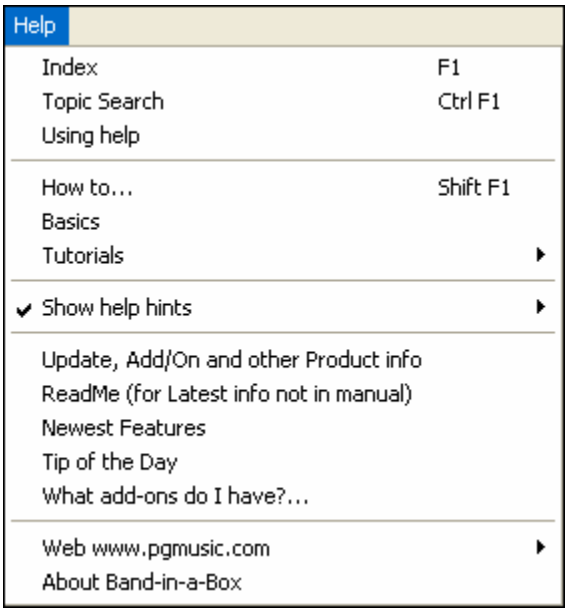
Select *MIDI Chord Detection…* and play any chord on your MIDI keyboard. Band-in-a-Box will then provide you with up to 4 interpretations of the chord you played, with its best suggestion at the top and alternates below.



Choose the chord you want to have pasted into your song by clicking the appropriate [Enter] button beside the chord name. You can insert up to two chords per bar in this fashion, and move backwards and forwards in a song with the [<] [>] buttons in the top right section of the dialog.

Tip: You can also insert chords this way without opening up this dialog. Just press **Ctrl+Enter** keys at any time to insert the last chord that you've played on your MIDI keyboard onto the worksheet.

Help Menu



Index Lists all of the Help topics. Type in a keyword under the "Index" tab to go to the topic you want.

Topic Search Opens the Help file where you can search the Table of Contents or the Index, or use the Search feature to find your topic.

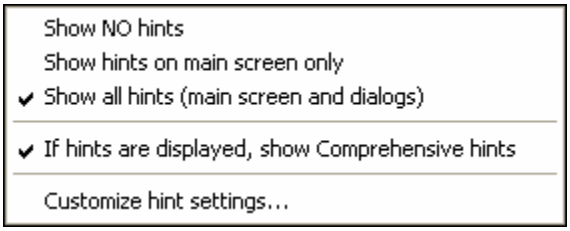
Using help Has Windows tips for using Help files.

How to… Opens a categorized list of topics. It's a fast way to find out about a particular feature or operation.

Basics Goes directly to the "Basics" introduction to Band-in-a-Box.

Tutorials Provide detailed, step-by-step instructions for Band-in-a-Box.

Show help hints


Show NO hints
Show hints on main screen only
Show all hints (main screen and dialogs)
If hints are displayed, show Comprehensive hints
Customize hint settings...

Band-in-a-Box has comprehensive fly-by hints that appear when you move over an item. These include hints for the dialog boxes and various windows. You can set the hints to display none, basic, or detailed information. Customize the hint settings in the **Prefs2** dialog.

Update, Add/On and other Product info
Other Band-in-a-Box add-ons, PG Music Inc. products, and contact information.

ReadMe (for Latest info not in manual) documents the latest features, plus an archive of earlier updates.

Newest Features describes the new features in the current version.

Tip of the Day
Power user tips, this feature can be set to run automatically when Band-in-a-Box opens. If you want to add your own tips, you can edit the BBW.TIP file. Just put a tip on a single line (no carriage return till the end of the tip). Tips are limited to 255 characters per tip. Band-in-a-Box automatically compiles the BBW.TIP file at startup of the program to a binary file called BBW.TPB.

What add-ons do I have?…
One of the greatest strengths of Band-in-a-Box is the ability to add-on and enhance the program through add-ons. The “What Add-ons” feature scans your computer's Band-in-a-Box directory and displays what add-ons are and aren't found. To see the latest add-ons click on the [www.pgmusic.com/addons.htm] button to go directly to the add-ons page on the PG Music Inc. web site.

Web www.pgmusic.com
Links to some important pages on the PG Music Inc. web site. Selecting one of these topics will automatically launch your Web Browser, and direct you to the PG Music web site.

About Band-in-a-Box launches a dialog with key information such as the version number you are running and computer system information.

Keystroke Commands - Hot Keys

It's often faster to use keystrokes instead of using the mouse. For example, there are keystroke "hot keys" to mute instruments or to adjust volume, panning, reverb, chorus, or bank of instruments.

Muting Parts

Alt+3	Mutes the Bass
Alt+4	Mutes the Piano
Alt+5	Mutes the Drums
Alt+6	Mutes the Guitar
Alt+7	Mutes the Soloist
Alt+8	Mutes the Strings
Alt+9	Mutes the Melody

Selecting Parts

Ctrl+3	Selects the Bass
Ctrl+4	Selects the Piano
Ctrl+5	Selects the Drums
Ctrl+6	Selects the Guitar
Ctrl+7	Selects the Soloist
Ctrl+8	Selects the Strings
Ctrl+9	Selects the Melody

Instrument Part Settings

Hold down **Ctrl+Shift** and the letter to change these instrument settings.

Q,W	Decrease/Increase Volume
E,R	Decrease/Increase Panning
T,Y	Decrease/Increase Reverb
U,I	Decrease/Increase Chorus
O,P	Decrease/Increase Bank

Use **Ctrl+Shift** together with the **1-9** and **0** keys on the keyboard to select Favorite Instruments. For example, let's change the Piano part to Rhodes Piano.

1. Press **Ctrl+4** to select the Piano part.
2. Press **Ctrl+Shift+2** to select the Favorite #2. That is Rhodes Piano.

Use **Ctrl+Shift** and the [-] and [=] keys to decrease/increase the patch by 1.

Volume Settings

Ctrl+Alt+Shift+R	Set current part's volume.
Ctrl+Alt+A	Decrease master volume by 5.
Ctrl+Alt+S	Increase master volume by 5.
Ctrl+Alt+D	Set master volume.
Ctrl+Alt+Shift Q	Reduce all part volumes by 5.
Ctrl+Alt+Shift W	Increase all part volumes by 5.
Ctrl+Alt+Shift E	Set all part volumes.

Looping / Song Navigation Keystrokes

NUMPAD 1	Toggle looping on/off.
NUMPAD 2	Open Loop Section Settings dialog.
Ctrl+NUMPAD 1	Play with last chorus looped.
Ctrl+NUMPAD 2	Play with middle choruses looped.
Ctrl+NUMPAD 3	Play with middle and last choruses looped.
Ctrl+NUMPAD 4	Jump to last chorus.
Ctrl+NUMPAD 5	Jump to ending.
Ctrl+NUMPAD 7	Loop Notation screen.
NUMPAD [DEL]	Advances the notation, lead sheet, and guitar window by one chord (group of notes).
NUMPAD [INS]	Backs up the notation, lead sheet, and guitar window by one chord.

Transpose Settings

Ctrl+Alt+1	Transpose Melody down one octave
Ctrl+Alt+2	Transpose Melody up one octave
Ctrl+Alt+3	Transpose Soloist down one octave
Ctrl+Alt+4	Transpose Soloist up one octave
Ctrl+Alt+5	Transpose down 1 semitone.
Ctrl+Alt+6	Transpose up 1 semitone.
Ctrl+Alt+7	Transpose setting dialog.

Custom File Open Dialog

Ctrl+Shift+F3	Load song with custom file dialog.
Alt+F	In custom file dialog - Favorite Folders.
Alt+N	In custom file dialog - Font selection.
Alt+S	In custom file dialog - Search dialog.

Windows

Ctrl+W	Toggle Notation and Chordsheet windows.
Ctrl+O	Movable Notation window.
Alt+W	Lead Sheet window.
Ctrl+T	Put Notation/Chords at top of screen.
Ctrl+Shift+A	Audio Edit window.
Ctrl+Shift+D	Drum Kit window.
Ctrl+Shift+G	Guitar window.
Ctrl+Shift+J	Ear training window.
Ctrl+Shift+L	Big Lyrics window.
Ctrl+Shift+N	Big Piano window.

StyleMaker Hot Keys

F1, Shift+F1, Ctrl+F1	Help
F2	Save style
Alt+F2	Save style as ...
R or **F3**	Record pattern
<Spacebar> or **F4**	Play pattern

F8	Play pattern on chord
F10	Edit pattern options
F6 or **Shift+F6**	Change instrument
Cursor Keys	Move around screen
Alt+F4	Quit the StyleMaker

StyleMaker Drum Screen Hot Keys

F5	Drum alternate notes
Bottom row (ZXCVBNM,. /)	Drum note entry
F6	Time base
F10 or **Alt+F4**	Exit

Additional Keystrokes

There are additional keystrokes available, listed on the pull down menus beside the function. Hot keys may access any function on the pull-down menu by pressing the **Alt** key and the first letter of the Menu followed by the underlined letter of the command. For example, **Alt+F+O** would access *File* | *Open*.

Playing songs.	**Spacebar** twice or **F4**
Stopping songs.	**Spacebar** or **Esc**
Help.	**F1, Shift+F1, Ctrl+F1**
Record (melody or pattern).	**R**
Record from any bar.	**R**
Jukebox start/stop.	**F8**
Save song.	**F2**
Save song with patches.	**Alt+F2**
Load song.	**F3**
Load song using favorite song list.	**Shift+F3**
Load song using titles window.	**Ctrl+F3**
Load songs with melodies.	**Alt+F3**
Load song with standard long file dialog.	**Alt+Shift+F3**
Load next file (alphabetical by file name).	**Shift+F8**
Load previous (alphabetical by file name).	**Ctrl+Shift+F8**
Load next style. (in alphabetical order).	**Alt+Shift+F8**
Load previous style. (in alphabetical order).	**Ctrl+Alt+Shift+F8**
Enable/disable style.	**Alt+S** then **E**
Launch MIDI File to Style Wizard.	**Alt+S** then **W**
Load songs in current style.	**F7**
Choose a user style.	**F9**
Open StylePicker.	**Ctrl+F9**
Select favorite styles.	**Shift+F9**
Edit user style.	**Alt+F9**
Edit current style.	**Ctrl+Shift+F9**
Select Melody Harmony	**Alt+F10**
Favorite Melody Harmonies	**Ctrl+F10**
Allow Melody Harmony	**Shift+F10**

Select Thru Harmony	**Alt+F11**
Favorite Thru Harmonies	**Ctrl+F11**
Allow Thru Harmony	**Shift+F11**
Turn song Embellisher on/off.	**Ctrl+Alt+E**
Import chords from MIDI file.	**Ctrl+Alt+I**
Send GM mode on message.	**Ctrl+Alt+Q**
Set tempo.	**Ctrl+Alt+T**
Open the Preferences dialog.	**Ctrl+E**
Open the Song Settings dialog.	**Ctrl+N**
Launch Chord Builder.	**Ctrl+Shift+B**
Edit current bar options.	**F5**
Save MIDI file.	**F6**
Quit the program.	**Alt+F4**

Chord List

Commonly used chords are displayed here in bold type.
These chords are displayed in a list in the Chord Builder Dialog, accessible from the User Menu or by right clicking on the chordsheet.

Major Chords

C, Cmaj, C6, **Cmaj7**, **Cmaj9**, Cmaj13, **C69**, Cmaj7#5, C5b, Caug, C+, Cmaj9#11, Cmaj13#11

Minor Chords

Cm, Cm6, **Cm7**, Cm9, Cm11, Cm13, Cmaug, Cm#5, CmMaj7

(half diminished)

Cm7b5,

Diminished

Cdim

Dominant 7th Chords

C7, 7+, C9+, C13+, **C13**, C7b13, C7#11, C13#11, C7#11b13, **C9**,

C9b13, C9#11, C13#11, C9#11b13, C7b9, C13b9, C7b9b13, C7b9#11,

C13b9#11, C7b9#11b13, C7#9, C13#9, C7#9b13, C9#11, C13#9#11, C7#9#11b13

C7b5, C13b5, C7b5b13, C9b5, C9b5b13, C7b5b9, C13b5b9, C7b5b9b13,

C7b5#9, C13b5#9, C7b5#9b13, C7#5, C13#5, C7#5#11, C13#5#11, C9#5,

C9#5#11, C7#5b9, C13#5b9, C7#5b9#11, C13#5b9#11, C7#5#9, C13#5#9#11,

C7#5#9#11, C13#5#9#11

Sustained 4 Chords

Csus, **C7sus**, C9sus,

C13sus, C7susb13, C7sus#11, C13sus#11, C7sus#11b13, C9susb13, C9sus#11, C13sus#11, C9sus#11b13, C7susb9, C13susb9, C7susb9b13, C7susb9#11,

C13susb9#11, C7susb9#11b13, C7sus#9, C13sus#9, C7sus#9b13, C9sus#11, C13sus#9#11, C7sus#9#11b13,

C7susb5, C13susb5, C7susb5b13, C9susb5, C9susb5b13, C7susb5b9,

C13susb5b9, C7susb5b9b13, C7susb5#9, C13susb5#9, C7susb5#9b13,

C7sus#5, C13sus#5, C7sus#5#11, C13sus#5#11, C9sus#5, C9sus#5#11, C7sus#5b9, C13sus#5b9, C7sus#5b9#11, C13sus#5b9#11, C7sus#5#9, C13sus#5#9#11, C7sus#5#9#11, C13sus#5#9#11,

Notes:

- It is not necessary to type upper or lower case. The program will sort this out for you.
- Any chord may be entered with an alternate root ("Slash Chord") e.g.: C7/E = C7 with E bass.
- Separate chords with commas to enter 2 chords in a 2 beat cell, e.g., Dm,G7

Tricky Chords:

C5b This is "C flat 5." It is spelled this way to avoid confusion.

C2, C5, C4, C69, C7alt, Cm7#5

You can type C-7 for Cm7 (i.e. use the minus sign) or C7-9 for C7b9.

Shortcut Chords:

If you enter a lot of songs, you'll appreciate these shortcut keys.

J = Maj7

H = m7b5 (H stands for Half diminished)

D = dim

S = Sus

Example: To type CMaj7, just type CJ (it will be entered as CMaj7)

Add your own chord shortcuts.

Have you found a chord that Band-in-a-Box doesn't recognize? If so, add it to your chord shortcuts file, and Band-in-a-Box will allow you to type in that chord in the future. This also lets you define chord "shortcuts," one-letter abbreviations for longer chord names ("J" for "Maj7" etc.). If you find a chord that Band-in-a-Box won't accept like Csus2, when it expects C2 instead you can enter this on a single line (without the quotes) "Csus2@C2." Then Band-in-a-Box will enter the chord C2 if you type in Csus 2.

The text file c:\bb\Shortcut.txt allows *you* to add new chord shortcuts. Note that this file doesn't ship with Band-in-a-Box (or it would overwrite your file!). The file \bb\pgshortc.txt for shortcuts supplied by PG Music. You can add your own shortcuts in a text file you make yourself and name \bb\shortcut.txt.

Band-in-a-Box files

Essential Program Files

Band-in-a-Box for Windows requires the following files to operate.

BBW.EXE	Executable file.
BBWDLL4.DLL	DLL handling playback.
CPALETTE.DLL	Required DLL.
ZZ*.STY	Band-in-a-Box needs Style Files for the built-in Styles.
ZZDEFAULT.HAR	These are the default harmonies.
BBW.LST	This is the text file for the Style List Information.
CTL3DV2.DLL	This is the required DLL for 3D dialogs and controls.
PGMUS.TTF	PG Music notation font.
PGTEXT.TTF	PG Music text font.

Transferring Files Among Computer Platforms (IBM to Mac)

Many of the Band-in-a-Box song/style and patch map files are directly compatible. Any Macintosh file automatically gets a 128-byte header added on to it by the Macintosh system.

If transferring the files by modem, make sure the Macintosh modem software strips off the header off the files. Other than that, the files are identical.

Note: Atari files are the same format as IBM files; no conversion is needed.

PG Music Inc.

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PG MUSIC INC.
29 Cadillac Avenue
Victoria, BC V8Z 1T3
Canada

Contacts:
E-mail: info@pgmusic.com
Phone: toll free in the United States and Canada
1-800-268-6272, 1-888-PG-MUSIC (746-8742),
Or 1-250-475-2874 (tolls apply)
Universal International Freephone Service:
Outside of the United States and Canada (where available).
+ 800-4PGMUSIC (800-4746-8742)
Fax: toll free in the United States and Canada
1-877-475-1444,
Or 1-250-475-2937 (tolls apply)

Technical Support:
Phone: toll free in the United States and Canada
1-866-9TECHPG (866-983-2474),
Or 1-250-475-2708 (tolls apply)
E-mail: support@pgmusic.com
Live Internet Chat: www.pgmusic.com

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Registration Form

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Name _____

Address _____

City _____

State/Province _____

Zip/Postal Code _____

Country _____

Telephone number_____ Fax number_____

E-mail address _____

Computer (check): IBM MAC Model _____

Operating system (e.g. Windows 9x, XP; Macintosh OS X Panther) _____

What MIDI interface are you using? _____

What primary synth/sound card do you use? _____

Favorite Styles: Jazz ____ Rock ____ Pop ____ Country ____ Other _____

Purchased from _____

Date of purchase _____

Comments/Suggestions

_____

_____

_____

_____

_____

_____

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_____